SEEK THE STARS!

OFFICIAL PLAYER PACKET

BY FATEMASTER RANDY, WITH JUSTIN, TOM, ROB, AND MARISOL

Background

The world of *Seek the Stars!* is one of the not-so-distant future, one in which humanity sought the stars, discovered we were not alone, and then quickly learned that we were maybe the sanest beings in the galaxy (not that that's saying much). How things reached that point is the back-story of the setting for our game.

In the mid-21st century, researchers at a scientific base on Earth's Moon (**Luna**) uncovered a cavern deep beneath the surface…when one of their brand-new base structures fell into it (well, given Luna's exceptionally low gravity, it was more of a leisurely descent, but the building still wasn't very happy about it). Once the researchers cleaned out the wreckage, they found something even *more* unexpected: evidence of *alien life*.

In fact, there, beneath the surface of Luna, was an entire alien base, impossibly old and yet fantastically advanced. After the politicians had sorted out ownership rights and called all necessary dibs, scientists spent years trying to unlock the secrets of its creators, a long-vanished species they creatively dubbed the **Ancient Ones**.

Using this technological cache, scientists cracked the secrets of **trans-dimensional engineering**, gaining access to some *pretty weird* dimensions beyond the usual three. The weirdest one was named *e*, after the hexadecimal digit for 14, as it was the **14th dimension**. There, they discovered an unlimited source of background radiation that seemed to interfere with several of the fundamental physical constants including, vitally, the speed of light. By tapping into the vast reserves of energy in so-called *e-space*, **Starships** could achieve unfathomable levels of propulsion, allowing speeds in excess of anything ever observed. Mankind could finally reach the stars! Ding! Setting *named*, yo.

The first few test flights were *spectacular* failures: unmanned drones blew up after being damaged by *e-space* radiation, ran themselves straight into the gravity wells of nearby stars and blew up, or just plain vanished (and probably blew up) after accelerating to incalculable speeds. Undeterred, mankind insisted on carrying on and, after years of insanely dangerous experimentation, decided that only a manned mission could succeed. The ship, flown by maverick pilot **Jace Rivera**, reached the nearest star system, Alpha Centauri, only to encounter a very talkative satellite.

This proved to be humanity's first interaction with *living* aliens, as the "satellite" was actually comprised of the 432 interlocked members of the **Vandrossian** Collective Observation Task Force (Vandrosses are intelligent, reconfigurable robots, by the way). Somehow, humanity managed to restrain their natural urge to blow new or frightening things up with very large bombs. Instead, they made contact with the **Systems Accord**, an alliance between many of the species in the so-called **Orion Sector** of space.

The next few years were a whirlwind of activity and change. There weren't just Vandrosses in space, but also psychic, crystalline **Chowr'ii**; unpleasant, cockroach-like **Zuulgoes**; dopey, canine **Plodnars**; and more! Moreover, repeated exposure to *e-space* had strange effects on some humans who began to exhibit the ability to tap into its energy innately. These people, with more than a little training and luck, became humanity's first **Psions**—those who can perform outstanding feats with nothing but their mutated brains!

A united human race quickly applied to join the Systems Accord. Provisionally admitted for 15 years, they were on their *very* best behavior and were fully accepted 6 years ago. There were a *few* problems: skirmishes with other species over who got to colonize this world or mine that asteroid belt, hilariously explosive "misunderstandings" due to translator malfunctions, etc. Nonetheless, this is the greatest period of expansion and prosperity in human history; historians will someday call it **The Perfect Era**.

The Secret Files of Expeditionary Team Delta

Of course, it's not all starshine and nebulas. The galaxy can be downright scary, especially if your species' homeworld is located on the edge of a lawless stretch of space called **The Rake**. More or less abandoned by the **Space Patrol** (the Accord's exploratory navy and scientific/diplomatic taskforce), hundreds of years ago as uncontrollable, the Rake is home to countless outlaws, ne'er-do-wells, and space-gangs, all scrabbling to make a dishonest living. Luckily(?), the Space Patrol's least-respected unofficial special ops division, Expeditionary Team Delta, operates out of the Rake! And you, dear players, are going to join them in their never-ending, officially deniable mission to save the galaxy from the strangest threats, the wildest schemes, and just-plain *weird shit*.

Rule Set

The *Seek the Stars!* Semi-Organized Play will use *Fate Core* from Evil Hat, albeit with fancy sci-fi modifications as outlined herein!

Schedule

Season 1 will consist of 6 sessions held on the 2nd and 4th Sundays of every month from April through June. Each will have 2 tables. The games are on April 8th and 22nd, May 13th and 27th, and June 10th and 24th at Event Horizon Games starting at 2pm. Registration for each game will open on the previous Sunday at 1pm. Character creation will take place on Sunday, March 25th.

Conduct

Unsportsmanlike Behavior Will Not Be Tolerated. Fatemasters (FMs) have the right to eject any player from their table who is engaged in disruptive behavior, cheating, or any other actions counter to the *whole* table's enjoyment of the game.

Obsidian Portal

To allow FMs easy access to Player Characters and to facilitate communication outside sessions, game information will be stored in Obsidian Portal. A*ll* players will need to sign-up for OP and enter their characters. After that, continued use is recommended, but optional! If a player writes a report or journal of their game on the OP, they will earn a free Fate Point for the next session the play in.

Players are Responsible for their Character Sheets

Players will be given their character sheets at Character Creation. They will be responsible for keeping up with it, adjusting their Skills, Stunts, and Aspects as needed from that point forward.

Players Have One Space-Hero

Players create one character at the beginning of the season (or whenever they join) and can only switch between seasons.

Character Creation – Building Your Space Hero!

Interstellar Adventure Awaits!

Before creating your Space Hero, take a little time to think about what kind of person they might be. What are they good at? What are they *bad* at? What drives them to greatness? What holds them back from having it all? What species do they hail from? Where are they going? Why did they wind up posted with Expeditionary Team Delta (ETD)—did they screw up a major mission? Make a powerful enemy in the Accord's government? Just accidentally wander into the barracks one day and decide to stick around for the free rations and TV? You don't have to be a soldier, either; the Patrol has scientists, engineers, cooks, and more!

Moreover, think about what *really* sets your character apart and makes them unique. Because *Fate Core* is a classless/**Skill**-based system that uses **Stunts** to differentiate Skill usage, two characters with almost identical "stats" can look and play very differently. You're not just a crack shot: you're the deadliest space merc in the galaxy when you've got your trusty Las-O-Matic sights on. You're not just a sneaky thief, you're *so* good you've been known to scare your targets into giving up the goods by the sheer power of your reputation.

Every character in *Fate Core* is a dynamic, talented, go-get-'em *doer*. You don't just sit back and wait for the universe to happen to you. No—you grab fate by the shirt, shake it around a little to let it know you mean business, and shout: "It's *go* time, space-baby!"

Step 1: Character Aspects

Aspects are the secret heart of *Fate Core*. They're linked to every other system and mechanic and are what define and drive your character and advance the fiction of every session's story. Aspects are, in short, short phrases or sentences *you* or the FM make up to describe something in the game: the current scenery, an overarching mystery, or, most often, a character. Ideal Aspects are to-the-point, punchy, and *handy*. Handy? Handy how?

You can *use* your Aspects by **Invoking** them for benefit, paying a **Fate Point** to gain a bonus on a roll, re-roll a really bad roll, or even introduce a new **Story Detail**, changing the world itself around you! But in order to Invoke an Aspect, it has to be *relevant* to what you're doing or trying. So, you want your character's Aspects to be able to come up as often as possible to make sure that you can shine as bright as you can as much as you can!

A good Aspect is also *two-sided*. You see, you get *more* Fate Points by letting the FM or other players **Compel** your Aspects when they'd complicate your life or make you do something foolish or dangerous—let the complication happen and get a Point for your troubles! The best Aspects are easy to Invoke *and* Compel to keep the Points flowing.

The first Aspect you need is your **High Concept**. It's basically the core conceit of your character, what makes them *tick*, their very essence. And make it *sing*! It's your elevator pitch to convince the world you're awesome. You're not just a *Bross Mercenary* or even a ***Tough Bross Mercenary***, you're ***The Toughest Bross Merc in Seven Systems***. You really want your High Concept to crop up just about any time you're doing the stuff you want your character to be *awesome* at, so that it's always ready to get Invoked to make you look even *more* awesome. Work with an FM to really refine this into something great.

Next, you're gonna need a **Trouble**. Sadly, nobody's perfect. Your Trouble is what holds you back, what leads you astray, and what plagues you day in and day out. Maybe it's a relationship that constantly complicates your life or a mortal flaw that's gonna come back and *really* bite you someday. Whatever it is, it shouldn't be something you can just shrug off whenever you want—it's gonna stick around awhile! Your Trouble's not just being in debt. It means ***Crimemaster Bloodvex Goresnout Owns the Skin off My Back***. It's not just having an unpleasant demeanor. It means you're ***Always Making Enemies***. Your Trouble's your main source of Compels, so make it *really* liable to crop up!

To finish off the core Aspects, you're gonna need to pick a **Species Aspect**. Every Species in *Seek the Stars!* has three suggested Aspects describing it. Pick the one you think applies most to the character you want to play and add it to your character sheet in the appropriate box. If none of the three suggested ones feels right for you, talk to an FM and work together to design something to fits you better—no species in the galaxy is universally uniform!

THE SPECIES OF *SEEK THE STARS!* – A PRIMER

Brosses – Hulking, bipedal, clannish warriors who resemble werewolves from human mythology, Brosses are tough, churlish, and ever-ready for a scrap, but always keep their word.

Chowr'ii – The psionic, crystalline entities known as Chowr'ii take centuries to mature and are typically thoughtful, considerate, and strategic as a result. They help lead the Accord.

Dulfices – To a Dulfix, the grass *is* always greener. These clever, many-tentacled, single-eyed molluscoids are *always* hunting for the next big deal or score—and they usually find it!

Katamao – These mysterious, honor-bound, all-female felines are divided into a rigid caste system of incredible warriors, spies, healers, and diplomats.

Humans – The galaxy's newest arrivals, humans are driven strivers, unrepentant dreamers, and ambitious seekers. Sure, maybe they're a little naïve, but time and cons will fix that...

Kreannies – These breezy, gaseous ponderers are composed of millions of psionically-linked "motes" and long ago drifted through gas giants. Now, they seek to understand *everything*.

Plodnars – Strongly resembling enormous Earth dogs and as happy on two legs as four, Plodnars are a simple species: endlessly loyal, boundlessly enthusiastic, and delightfully dopey.

Slyraine – Natural shapeshifters and empaths, Slyraini can take the form of any creature they see, albeit with a tell. They have no homeworld, instead wandering the stars in a vast fleet.

Tinkrens – Comprised of 3 deeply symbiotic, co-dependent sub-species, Tinkrens are naturally cooperative and social creatures; most, moreover, are preternaturally clever engineers.

Vandrosses – Advanced, sapient robotic lifeforms with no memory of their past, Vandrosses can reconfigure their bodies to suit almost any task and help the Chowr'ii lead the Accord.

The Ladder

Legendary	+8
Epic	+7
Fantastic	+6
Superb	+5
Great	+4
Good	+3
Fair	+2
Average	+1
Mediocre	0
Poor	-1
Bad	-2
Terrible	-3
Atrocious	-4

Step 2: Character Skills

As you're fleshing out your character concept with your first few Aspects, you're probably starting to imagine all the sweet stuff you can do. Dual-wielding Laser Pistols, having superhuman robotic reflexes, building a cybernetically enhanced mega-brain, you name it, you could have it! To represent how your character *awesomely interacts* with the game world, *Fate Core* uses Skills, each one defined as being able to perform one or more **Actions** (the four Actions are, briefly, Attack ⚔, Defend 🛡, Create an Advantage ⬆, and Overcome 🎯—more on those later!).

In *Seek the Stars!*, there are 22 Skills, representing anything a futuristic Space Hero might want to do. You'll pick ten of them to begin with and place them on your **Skill Pyramid**. You see, *Fate* Skills are rated on The Ladder. Starting characters get one skill at Great (+4), two at Good (+3), three at Fair (+2), and four at Average (+1). You're able to use any other Skills at Mediocre (+0), but obviously, you're going to have some shortcomings—teamwork is vital in *Seek the Stars!* Focus on the top Skills for now; you can fill in the small stuff as we go along. As a minor note, if you've got a Skill, you're assumed to have the tools/gear needed to use it on your person at all times, barring extraordinary circumstances. When you take an Action using a Skill, you'll roll four **Fate Dice** and get a result from -4 to 4, then add your **Rank** with the relevant Skill to that number—a highly rated Skill can make a big difference!

When you're using your highest-ranked Skills against mundane challenges, you're going to be succeeding more often than not. So, be sure to put the stuff you really want to excel at up at Great (+4) or Good (+3). Don't worry if other folks have similar Skills to you—you're going to differentiate yourself with Stunts a little later on. Of special note right now: Physique improves your ability to soak to **Physical Stress** and Will helps with **Mental Stress**.

The Skills of *Seek the Stars!*

Skill	Attack	Defend	Advantage	Overcome		Skill	Attack	Defend	Advantage	Overcome
Academics (Lore)			⬆	🎯		Notice		🛡	⬆	🎯
Athletics		🛡	⬆	🎯		Physique		🛡	⬆	🎯
Burglary			⬆	🎯		Pilot (Drive)		🛡	⬆	🎯
Contacts		🛡	⬆	🎯		Provoke	⚔		⬆	🎯
Deceive		🛡	⬆	🎯		Psionics *	⚔	🛡	⬆	🎯
Empathy		🛡	⬆	🎯		Ranged Combat (Shoot)	⚔		⬆	🎯
Engineering (Crafts)			⬆	🎯		Rapport			⬆	🎯
Hacking		🛡	⬆	🎯		Resources			⬆	🎯
Investigate			⬆	🎯		Stealth		🛡	⬆	🎯
Medicine			⬆	🎯		Survival		🛡	⬆	🎯
Melee Combat (Fight)	⚔	🛡	⬆	🎯		Will		🛡	⬆	🎯

* Psionics-users will need a Psionics Extra and must pick *three* out of the four Actions—see the sidebar on Psions a little further on.

Step 3: More Aspects – The Joint Story

Now that you've got a pretty good idea of what your character can do and what they act like via their main Aspects (High Concept, Trouble, and Species) and Skills, it's time for them to meet the other characters in a slight change from *Fate Core*'s rules. Nonetheless, we're going to practice one of the primary skills of *Fate Core* right now: improvising fiction! Oh yes, dear players: you're going to need to tell a story. Well, you're going to get *involved* in a story, at least. The FM at your table at Session 0 is going to lead you and the other players there through a short scenario about the fateful day that your characters got on the wrong side of someone high up in the Space Patrol, landing them this crappy Team Delta assignment. However long or short your character's career has been up until this point, treat these events as occurring very shortly before the start of the season as your "final step" on the way to getting demoted to/placed in Team Delta.

Throughout this experience, you'll have the chance to show off your Skills, Invoke your existing Aspects, and work with your teammates to solve a series of issues and emergencies to try to keep yourselves out of *too* much trouble. It's a collaborative exercise, and you should feel free to work with each other, discuss plans, and start filling in more of your character sheet with Skills and even Stunts (more on those soon) to help you solve the problems you're facing, just like a real session of any other RPG.

As you move along, your character will probably wind up doing, saying, or experiencing some pretty memorable things that reflect on who they are or where they're from. You might find a friend in another character or wind up with an enemy. You might "flashback" to an earlier time in your character's life to explain why they're able to do something impressive. You might wind up just doing something completely unexpected that leaves the whole table laughing! Hopefully be a few moments that really speak to you about your character. Now, try to record those moments as the last three Aspects on your character sheet. If your group rescued a bunch of impoverished space-farmers from an evil queen, maybe **Heart of Gold** fits. If your character made the best ice cream sundae of all time, consider **Expert Dessert Chef**. Did you stand up for another character against some thugs who were *way* bigger than you? Maybe **Never Backs Down from a Fight** works, or **The Cadets Owe Me One**? Having ties to other characters is always great for roleplay *and* bonuses to help each other!

If you can't make it to Session 0 for this experience, speak to one of the FMs about how to create these Aspects. We'll try to pair you with other players in the same position via email or Discord chat for a similar process, albeit written, *or* you can fill in Aspects based on memorable moments from your first few missions in the campaign proper, if nothing else.

Step 4: Character Stunts

Stunts are where *Fate Core* characters shine, and *Seek the Stars!* is no exception. They "upgrade" your Skills by making them work better in some special circumstances, letting the Skills do *more* than they usually would (with some limitations), or just let you *break* a game rule with one of your Skills somehow! *In general*, "improving"-style Stunts translate to about a +2 on a **Roll** with a modest limitation on it. Sometimes, if they grant a bigger or broader bonus, or if a Skill-broadening Stunt or rules-breaking Stunt *really* pushes the limits (say, letting you *Attack with Medicine*), the limitations on it might get even stricter or, in rare cases, it might even need a Fate Point to activate.

Stunts can also "chain" into interrelated trees, each step following along a specific theme and allowing you to do more and cooler stuff. Since these trees by their nature come with prerequisites, some of the Stunts further along the chain can be pretty potent, since they've got a built-in strict limitation (you've gotta have all the other stuff in the chain, first!).

In general, every new character in *Seek the Stars* gets three free Stunts of their choosing *plus* a bonus Species Power Stunt based on whatever Species they hail from. However, your character has *also* got three points of **Refresh**, which means they earn three Fate Points for free at the start of every single game session. You can "spend" some of your Refresh to buy more Stunts (1-for-1) or **Extras** (more on that in a second). You can't ever spend down to zero Refresh, but you are absolutely allowed to go to one. Just remember: a character with a lot of Stunts and low Refresh is a bit of a specialist, really shining at the techniques their Stunts enable. A character with lots of Refresh and just a few Stunts is more of a volatile generalist: they might not have lots of "powers," but they've got lots of Fate Points to spend on a flurry of Aspect Invokes whenever they want. What balance works best for the character you imagine yourself playing?

The *Fate Core* book has a list of awesome Stunts to go with the Skills it suggests for a regular campaign (where *Seek the Stars!* Skills overlap with *Core* Skills, but with different names, the original *Core* name is written in parenthesis in the list above). However, the FMs have also made a handy dandy list of awesome Stunts to go with the cool, new scifi Skills unique to this game; they'll have copies at Session 0 and also post it online on the Obsidian Portal website. *Plus*, you can work with the FMs to design your own Stunts to make your character work exactly the way you imagine—to a limit, of course...

Step 5: Character Extras?

Some stuff just doesn't fit anywhere else, but characters are gonna want it, and for that, *Fate* games use Extras. Sometimes, an Extra is a *permission*—see the Psionics sidebar on this page for an example of that. It can also just be a funky power or benefit your Species gets you that can't quite be represented by just a Stunt. Other times, it represents a really spectacularly unusual piece of tech you've got, a notable organization you're a member of, or even a fancy-schmancy vehicle you own all by yourself, you high-roller, you. We'll talk a little more about "ownership" style Extras later on in this guide, but if you want to know more about the possibilities and find a way to really make a character shine, talk to an FM! Just remember that no good thing in this galaxy comes free, and sometimes particularly potent Extras can *really* cost you...

Step 6: Stress and Consequences

Alright, we're nearing the end now. Stress and Consequences—that sounds a little like Death and Taxes, doesn't it? Well, sorry to say, but sometimes in your galactic misadventures, you might get a little roughed up, and when you do, you're going to need to have some way to track how bad the damage is. By default, every *Seek the Stars!* character starts with two Physical **Stress Boxes**, two Mental Stress Boxes, and three **Consequence Slots**: Mild (2), Moderate (4), and Severe (6).

Psionics and You: A Primer

In order to use the Psionics Skill, characters need a Psionics Extra justifying why their brain can do that crazy stuff. Some Species get one by default, like Chowr'ii and Kreannies. For everyone else, you're gonna need to pay one point of Refresh to "buy" a Psionics Extra *or* hope that your character stumbles across a cosmic anomaly during the season that warps their brain's structure in just the right way. That's probably not dangerous, right?

Once you've got your Extra, you've got two choices left. What *kind* of Psionics you use and what your *limitation* is. Psionics comes in two flavors: **Telekinesis** (the power of moving things with the mind, creating energy, or even reconfiguring matter on an atomic level!) and **ESP** (reading the minds and intentions of others, creating mental projections, or even precognition of the future!). Choose one and move on to the limitation.

Every Psionic has one Action they *can't* perform with the Skill. In short, **Shapers** can't Overcome, **Breakers** can't Create Advantages, **Blasters** can't Defend, and **Shielders** can't Attack. See the OP for more details!

Having a high Physique improves your Physical Stress. An Average (+1) or Fair (+2) Physique unlocks the 3-Stress Box under Physical. A Good (+3) or Great (+4) Physique nets you the 4-Stress Box, too! The same goes for Will and Mental Stress Boxes. Each Stress Box and Consequence Slot can soak a number of **Shifts** of incoming harm equal to the amount written on it—the 4-Stress Box can tank a way bigger hit than a 1-Stress Box, so having decent Physique and Will is pretty important if your character's going to be mixing it up very often! Some Species may *also* grant a spare Consequence slot; mark that, if so. We'll go into more detail about how combat works later on, but if you plan to mix it up a lot—either with guns and knives or words and lies—you want to make sure that you organize your Skills in order to give you some extra Stress Boxes.

Step 7: Finishing Up!

Alright, your character should be just about finished by now. Go back and fiddle with your Aspects a little if your vision for the character's changed or if you've thought of an even more succinct and clever wording for one with someone's help. Fill in any Skills you weren't sure on to begin with. Pick any remaining Stunts you'd left blank before. Re-check your Stress Boxes and Consequences. Fill in your starting Refresh—remember, it's *three* unless you spent some of it to buy Stunts or Extras. All set? Okay then—you're ready to play! Nice job!

The Species of Seek the Stars!

Bross (Brosses)

Aspects

Furry-Faced Clannish Savages
Hulking Brutes with a Lotta Chips on their Shoulders
Honor-Debt to the Tinkrens Who Saved Our Queen

Stunt

Razor-Sharp Claws (*Melee Combat*) – Gain +2 to Attack with Melee Combat when using your enormous Brossiard claws. Short of painful surgery, a Bross can never truly be "disarmed."

Extra

I *Am* My Clan – Each Brossiard character has an Extra representing their tie to their birth clan. Each Session, the Bross can create a free Story Detail related to this Extra representing someone from their clan they know or some similar minor benefit.

Description

An innately clannish, warlike people comprised of innumerable tribes who fought constantly, the Bross were united by the powerful All-Queen generations ago. Their early interactions with the Accord were terse, and things got worse when Zuulgoes kidnapped the All-Queen and forced the Bross to fight against the Accord 277 years ago. When Tinkrener spies rescued her, the Bross demanded to join the alliance to pay back their debt and helped defeat the Zuulgoes utterly; ever since, they have been steadfast allies.

Brosses are large, furry creatures, resembling bipedal wolves, and are well-known for their love of combat, high-stakes danger, and a peculiar, foul-smelling brew they call Brosshall, which some say can strip the hull of a battleship in five seconds flat.

Chowr'ii (Chowr'ii)

Aspects

Ancient Psionic Crystalline Intelligences
Implacable Master-Strategists of the Long Game
"We Founded the Accord with the Vandrosses"

Stunt

Patience of Stone (*Will*) – When Creating Advantages about concentration/planning, gain one extra Free Invoke (see OP).

Extra

Natural Telekinetics – Chowr'ii characters are natural Psions; they get a Psionic Extra for free, but *must* choose Telekinetics.

Description

The Chowr'ii are one of the oldest and most advanced species in the Sector. They, alongside the Vandrosses, were the initial founders of the Accord, and their patient, wise guidance lead to many of the Accord's greatest victories. Innately Psionic, they have a deep connection to *e-space* and have developed extraordinary mental resilience and skill in trans-dimensional engineering as a result.

Chowr'ii are made of clusters of glimmering, translucent crystals which grow slowly over the course of centuries, adapting whatever shape the individual wishes over time. They move via Psionic energy and speak by vibrating their exterior *just so*. Some use mechanized tools like levitators and psionic-amplifiers, as well.

Dulfix (Dulfices)

Aspects

*Rapacious Traders with An *Eye for Profit**
"I Always Know the Quickest Way!"
"Older Siblings" to the Kreannies and Plodnars

Stunt

I'm Good for It (*Resources*) – Once per Session, a Dulfixian character can Invoke any Aspect related to trade, cash, etc. for free.

Extra

Dulfixian Privilege – Dulfices can begin play with a free *costly* Extra (high powered gear, personal vehicle, etc.). Speak to an FM!

Description

Almost immediately after joining the Accord, businessdulfices achieved an almost complete monopoly on inter-sector trade amongst the Accord members, as they were *particularly* adept at the sort of high-velocity wheeling and dealing necessary to succeed in interstellar finance. As such, some species see them as inherently greedy, but this is inaccurate *and* unfair. To a Dulfix, "The Grass is Always Greener" is a *fact of life*. They are constantly on the hunt for the next big score or some way to improve themselves (and they'll gladly bring their friends up with them). In fact, there's no happier Dulfix than a broke one: there's nowhere left to go but up!

Dulfices are blobbish looking molluscoids with a bumpy, soft body approximately four feet in diameter. From it extend about half a dozen tentacles, three are usually used as tripod-*esque* legs and the others serve as surprisingly dexterous arms. A single long eyestalk slopes upward from their body with a lone, unblinking eye atop it.

Human (Humans)

Aspects

Starry-Eyed Newcomers to the Cosmos
Welcome to Humanity's Golden Age
Strength through Diversity

Stunt

Human Adaptability (*Any*) – At character creation, Humans gain one extra free Stunt (bringing the total to four) from any Skill.

Extra

Human Ingenuity – Humans get one extra Skill at Fair (+2) at character creation; this makes their Pyramid a little bottom-heavy.

Description

Humans were relative late-comers to the Systems Accord, though several member species had noticed them before—particularly the spectacular way their planet glowed when they blew things up on it. Nevertheless, they've (mostly) overcome their tendency to bomb each other, embraced their diversity, tapped their adaptability, and made it into space, realizing they're very much *not* alone.

Humans are generally medium-sized bipeds with short or long hair, two eyes, a blobbish nose, and a mouth with no fangs which some humans seem to have a difficult time controlling. It's been found they do not respond particularly well to the vacuum of space or to fire and lack *any* notable natural defenses or weaponry.

Katamao (Katameows)

Aspects
Honor-Bound Female Felines
The Castes Shall Guide Us
Never Trust a Plodnar

Stunt
Cat Dimension (*Athletics*) – Spend a Fate Point to vanish from the Scene entirely; at the start of your next turn, re-appear in any Zone next to where you started zone regardless of impediments.

Extra
Nine Lives Luck – If you have an Unrecovered Consequence, gain an extra Fate Point at the start of the session.

Description
The Katameows appeared suddenly approximately 150 years ago, spreading out from the Rake in ever-increasing numbers. They appear to be a female-only species and are subdivided into four rigid castes: Hiss (assassins and spies), Yowl (warriors and guardians), Purr (nuns and healers), and Meow (ambassadors and diplomats). Each excels in their assigned field to an exceptional degree, though few, if any, have ever broken caste.

Katameows stand about 4 to 4 ½ feet tall and are almost always black, white, or grey, resembling large, bipedal Earth cats, albeit with opposable thumbs on their "upper" paws. They seem nearly immune to death and disease, to the point that no non-Katamao has seen a Katamao actually die. No one knows where they come from or where they go when they do finally pass on.

Kreanne (Kreannies)

Aspects
Inscrutable Psychic Clouds Floating in the Gas Giants
Ethereal Monks at Peace with Everything
"Tell Me What You *Believe"*

Stunt
Barely There at All (*Athletics*) – Once per Conflict, when a Kreanne Fails to Defend versus a Physical Attack, they can disperse into a more gaseous form to ignore up to 2 Stress from the Attack.

Extra
Natural Psions – All Kreannies are natural Psions. Choose Telekinesis or ESP, but you *must* choose the Defender Attunement.

Description
Kreannies are a strange species that some didn't even think were sapient at first. They lived out their lives as vast, floating clouds of psionically linked motes in the storms of gas giants, occasionally sighing happily at the universe. However, some curious Kreannies decided to play a prank on a Dulfixian ship that was loading up on helium fuel from their homeworld once, establishing first contact. They merrily joined the Accord as soon as they heard of it.

Some Kreannies take being "one with everything" pretty seriously and venture out into space, trying to learn as much as possible about others, often incorporating their motes into vaguely bipedal shapes to make the others more comfortable. They tend to be *very* calm—almost infuriatingly so—but if you manage to irritate a Kreanne, they've been known to hold grudges for *centuries*!

Plodnar (Plodnars)

Aspects
Floppy Eared Canids of the Plodd Jungle
Simply Happy to be Along for the Ride!
"I'm Everybody's Best Friend!"

Stunt
Blissful Ignorance (*Academics* and *Engineering*) – Once per Scene, Plodnars can bumble their way through any Action with either Skill at +2 *if they are untrained*. 1 Fate Point to do so again.

Extra
Sixth Sense – Once per Session, Plodnars can learn an Aspect that might be dangerous to them or their allies about any one NPC.

Description
Plodnars are a curiosity in the Orion Sector. How these slow, plodding, gentle creatures ever managed to lift themselves off their planet in the first place—much less tap into *e-space*—is beyond anyone…especially since they were apparently illiterate at the time and have no written records of doing so. Nonetheless, they quickly encountered the Dulfices and befriended them immediately; indeed, the normally quite mercenary Dulfices are pointedly defensive of their furry allies against anyone who would hurt them. Though simple, Plodnars are also kind, loyal, and very resourceful.

Plodnars are naturally quadrupedal and look exactly like enormous, pokey, Earth dogs, albeit with opposable thumbs on all four paws. They initially judged humans as quite racist based on their assumptions regarding Plodnarish behaviors due to this.

Slyraine (Slyraini)

Aspects
Shape-Shifting Empaths of Impossible Beauty
Wandering Space-Travelers Who Bring Comfort to All
The Vandross Gave us a Home When We Lost Our Own

Stunt
Soothing Song (*Empathy*) – When Overcoming a Mental Consequence, Slyraini can treat its difficulty as one step easier (Severe>Moderate; Moderate>Mild, auto-succeed vs Mild).

Extra
Shapeshifter – Slyraini have a natural form of a Multiform Matrix Extra and can change shape at will to resemble other species, although each Slyraine has a persistent "tell."

Description
When they arrived in Accord space ages ago, the Slyraine Flotilla's 10,000 ships were an awe-inspiring sight…from a distance. As they drew nearer, the fading paint, patchwork repairs, and evidence of constant skirmishes became clear, as would the fact that most vessels were civilian, not warships. The Flotilla was the only home the wandering Slyraini had left—but what a home it was!

A race of artistic, faintly empathic travelers obsessed with telling tales, finding new experiences, and living life to the fullest, the Slyraini know much but tell little of themselves; no one else is sure they know what a Slyraine looks like in their "natural" state. The Flotilla tends be followed by a small contingent of less-desirable elements, leading to some unfair judgments against the Slyraini.

Tinkren (Tinkrens)

Aspects

Tri-Form Uni-Intelligences in Extraordinary Symbiosis
Three Heads are Way Louder than One
"Cool! We Saved the Accord! Wait—What?"

Stunt

Mad Science! (*Engineering*) – When working on a Breakthrough challenge, Tinkrens can gain +1 to any one of the first three Fact-finding rolls *or* +2 on the final *Eureka!* roll.

Extra

Meet My Mech – Each Tinkren has a specialized, personalized Mech Suit that has two Skills at +1. It can only Teamwork the Tinkren itself. Each Session, they can reconfigure its Skills.

Description

Tinkrens are one of the most unusual "species" in Accord space insofar as they aren't *a* species; they're three. These utterly dependent symbiotes have achieved perfect evolutionary harmony, sharing a single mind and purpose. The stumpy, foot-like Ooos are the emotional core and main form of movement, the anemone-like, tentacled Tuks process nutrients and handle physical interactions, while the mushroom-*esque* Zuks are studded with four eyes, two noses, and six ears for extraordinary sensory perception.

Tinkrens are often extraordinary scientists and engineers, but some prefer more...dangerous walks of life. The advanced, miniature mech-suits they build themselves help out with both!

Vandross (Vandrosses)

Aspects

Ultra-Adaptable Intelligent Machines
My Programming is Infinitely Reconfigurable
"Humans, We See You're Attempting to Seek the Stars..."

Stunt

Multi-Purpose Parts (*Any*) – Once per Scene, Vandrosses can reconfigure their form to gain a +1 bonus to an Overcome Action with any Skill (so long as it's something they do with their body), but must spend a Fate Point to change it again in that same Scene.

Extra

Technological Integration – When adding a Teamwork bonus to an ally's Action when working on or operating *any* technological object, increase that bonus by 1 (up to Teamwork bonus max).

Description

Vandrosses are the oldest civilization in the sector; 20,000 years ago, 1 billion Vandrossian units simultaneously activated on their "homeworld" with no memory of how they got there. They found themselves to be inherently adaptable with advanced, multi-purpose parts that can reconfigure at a whim for almost any task, and many Vandrosses enjoy changing their internal programming every few centuries to adapt new personalities. Despite this, their natural form is a roughly bipedal humanoid shape. Vandrosses who spend time with other species often construct a "face."

Bereft of their true history, many Vandrosses are plagued by the same philosophical conundrums as their biological neighbors: "Where did I come from, and why am I here?"

Quixes(?) (Not Playable)

Aspects

Unfathomable Plants Whose Roots Grow Deep
In Service of the Seed Mother
We Observe, We Learn, We Spread

35 years ago, on the southern borders of Accord space, a series of sightings were reported to Accord High Command: enormous living ships comprised of what looked like teeming jungle-like forests lurking just at the edge of sensor range, "observing." Attempts to hail the gigantic ships were ignored, and the few Accord Starships that approached them were violently rebuffed. Otherwise, the mysterious living ships did not come any closer or make any obvious hostile moves, and so those living on nearby colony worlds eventually came to nervously accept them, though many reported nightmares filled with incomprehensible, poetic language, and more than a few cults dedicated to the so-called "Quix" (no one knows the origin of the name) sprang up. Then, as suddenly as they'd come, 12 years after first appearing, the Quix disappeared and have not been officially sighted since.

As far as Accord scientists can discern, the Quix have mastered the art of genegineered biotechnology, achieving interstellar flight via carefully sculpted "forests" of advanced tree-like lifeforms. The mysterious dreams are theorized to indicate some form of psionic ability, though no one has ever been able to make sense of any sort of formal Quxian language. They remain an absolute mystery.

Zuulgoes (Not Playable)

Aspects

Purple Insectoid Horrors with Way Too Many Claws
Unpleasant is my Middle Name
Curse the Accord for their Temerity!

The infamously racist, deeply unpleasant, unerringly self-centered Zuulgoes, who horrifyingly resemble 8-foot-tall, violently purple cockroaches, have launched no fewer than *two* unprovoked wars against the Systems Accord over the last 550 years. The first was to punish the Slyraini for "heinous crimes and larcenous delinquencies" and the second, by all reports, was motivated purely by spite. During the latter conflict, the Zuulgoes conscripted the newly encountered Bross to their side by kidnapping their All-Queen and holding her hostage. Thanks to the bravery of a small team of Tinkrener spies who rescued the All-Queen and changed the Brosses' allegiance, the Zuulgoes were badly defeated, forcibly disarmed, and banned from trade with the Accord. They are reportedly still stewing in their sizable stellar empire, but no official contact has been made in quite some time.

Zuulgoes are almost uniformly unpleasant, arrogant, and combative toward any other species, but particularly the upstart humans, who they regard with particular disgust. Nonetheless, their society is highly structured, functioning as a militaristic meritocracy under the guidance of a handful of noble families. Most suspect that they are simply biding their time, waiting to invade once more, and the few Zuulgoes who choose to live in Accord space are regarded with constant suspicion.

Others?

The galaxy is a big place—what else lurks out there? Brave explorers and fools alike must *Seek the Stars* to find out!

Character Advancement

Fate Core uses an advancement system called Milestones, and by default, Milestones are driven largely by *plot* achievements, not specific time-frames. This doesn't work well in a structured SOP campaign. *Seek the Stars!* modifies the typical *Core* experience.

Minor Milestone

Each session you play of *Seek the Stars!* grants your character a Minor Milestone. After the session, you may make minor changes to your character that reflect the small but not insignificant growth they have experienced during that game. You can choose up to one of the following benefits, or none at all:

- Switch the Rank values of *any* two Skills already on your character sheet *or* replace any one Average (+1) Skill with one that isn't already on your sheet.

- Replace any single Stunt (non-Species) with any other Stunt for which you qualify already (and no, the Stunt you give up can't serve as a prerequisite for the new one).

- Purchase a new Stunt or Extra, provided that you're left with at least one point of Refresh after the purchase.

- Rename any one Aspect that isn't your High Concept.

Additionally, you can also rename any remaining Moderate Consequences you have, starting them on the path to Recovery.

Significant Milestone

After every *third* session you play of *Seek the Stars!* (they do not need to be consecutive or even in the same Season, but *you* are responsible for keeping count), you gain a Significant Milestone. These deal more with *learning* new things than with mere change, although you *do* gain the benefit of a Minor Milestone *in addition to* one or both of the options below:

- Gain one additional Skill Point, which you can spend to buy a new Skill at Average (+1) *or* to improve an existing Skill by one Rank (this *must* not "break the pyramid"—you can never have more Skills in a higher Rank than in the Rank immediately below it after advancing; "columns" are okay). This generally can't "break" the Skill Cap of Great (+4).

- Improve *one* Extra by one step (talk to an FM)

- If you have any Severe Consequences, you can rename them to begin the recovery process, as above.

Major Milestone

After every sixth session you play of *Seek the Stars!* (see above), you gain a Major Milestone. This represents the potential to really shake your character up and gain some real power. In addition to getting *both* Milestone benefits listed above, do *any* or *all* of:

- Rename any Extreme Consequences you have, as above.

- Take an additional point of Refresh (can be spent immediately, if you so desire)

- Advance a Skill beyond the current Skill Cap, if you can otherwise legally do so per the Skill advancement rules

- Rename your character's High Concept, if you desire

Ownership and Long-Term Benefits

Extras—Permanent New Toys!

Fate characters are generally assumed to have whatever goods and tools they need to use their Skills on them at all times. If your character has Ranged Combat and you envision them as an expert Rifleplodnar, then by Jove, they've got a rifle! If you're an infamous hacker and infiltrator, you've probably got a sweet little wrist-mounted supercomputer or a set of semi-intelligent computerized tools available to you.

Sometimes, though, an item is notable, unique, and interesting enough to warrant a more specific call-out on your character sheet. *Fate Core* uses the Extras system to represent things like unique, permanent items (along with things like membership in organizations and special powers like Psionics).

Generally, you'll collect these special items as you progress through the campaign as an organic part of the Fatemasters' stories. A mission to an abandoned armory world of the Brosses might well yield a powerful experimental rocket blaster that the group's munitions expert is particularly interested in, while a trip into the luminescent crystal caverns where new Chowr'ii are grown might instill Psionic abilities into a previously mundane character. Perhaps you gain a crew berth on one of the Space Patrol's fancy cruisers docked at BS-0 or get awarded a special commendation by your superiors for going above and beyond the call of duty. Perhaps you and your teammates whip up a wacky invention using the special Breakthrough! system. Some of these benefits are covered in greater detail in other parts of this guide, but if you have questions, as always, reach out to a Fatemaster for help!

Whatever the case, whenever this happens, check in with the Fatemaster at your table for how to record your new benefit! Oftentimes, such an Extra might cost you a point of Refresh or perhaps a Stunt slot to hang onto to reflect its importance to your character and the long-term costs and complications of the change it represents for you. As a reminder, you can't take your Refresh below one, so you might even have to give up an existing benefit you've already got to hang onto your new toy. Also, Extras can improve *with* your character. Your FM can help with that, too.

Resources, Contacts, and You

Other times during play, your character might Create an Advantage using a Skill like Resources or Contacts to get a hold of an interesting piece of gear or the aid of an ally or organization for a short period of time. Generally, the Advantages you create this way are temporary and ephemeral—a medpack that gets used up after one or two applications, a grenade, a word in your favor with the local gang lord from an old friend from prison, etc.

Generally speaking, outside of unusual circumstances, these benefits don't hang around much longer than a single Scene or, perhaps, the rest of a given Session. Simply put, the down-on-their-luck, bottom-of-the-Patrol-barrel members of Expeditionary Team Delta just don't have the kind of wealth, power, and influence to scrounge up anything *too* impressive! You might be able to use Fate Points to continue Invoking a "spent" Advantage after all its free Invokes are used up, but at the end of the day, it's up to the Fatemaster's discretion when a particular Aspect has outlived its usefulness to the fiction and needs to be taken off the board.

How to Play

Aspects and Fate Points – Invokes, Compels, and Story Details

As we talked about during Character Creation, Aspects are short phrases or sentences that describe *something in or about the game world.* That can be anything from the scenery in your immediate area to the horrifying threat hanging over galactic existence itself to the crippling addiction to *Monster Pocket Go! 3: Crimson Pocket* suffered by the mook you're hoping to distract long enough to sneak by. Whatever they describe, so long as Aspects are in play, they are *always true.* Until someone deals with it, that threat's gonna keep on hanging and that poor mook is gonna keep trying to Collect Them All™! So Aspects have very real and *constant* effects on the game world.

Once you know about an Aspect—either because it's on your character sheet already, because the GM wrote it out for "public knowledge" while setting a scene, or because you and the other characters *discovered* or *created* it (see the next section)—it's available for use, primarily in the form of Invokes and Compels. Generally, Invokes benefit the person using them at the cost of Fate Points, while Compels complicate that person's life but net them a Fate Point as a reward for going along with it.

Invokes

After you've made a Skill Roll in-game, you can pay a Fate Point to Invoke a relevant Aspect to gain a +2 Bonus on your result *or* to re-roll the dice entirely. For the statistics nerds amongst you, if you roll a -3 or -4 on the dice, a re-roll is *likely* to be better than a +2 bonus. If you roll a -2 or better, a straight +2 is as good or better on average. But that re-roll *can* always beat the average...wanna risk it?

When Invoking an Aspect, remember it needs to relate to what you're doing. If you're firing your Laser Pistol at an infuriated Hammerhead Gang Enforcer and don't quite make the roll you need, Invoking your **Deadeye Shot With a Vengeance to Seek** Aspect makes a lot of sense. **Happy-Go-Lucky Action Accountant**? Not so much, maybe. And they don't just have to be *your* Aspects. If there's a **Convenient Pile of Rubble** in the same Zone as the enforcer, Invoke that to make him stumble and increase your chance of hitting him. If another player inflicted a **Nasty Leg Wound** Consequence on him, that's also a fair Invoke! Moreover, you can only *pay* to Invoke a given Aspect on a given roll a single time, but **Free Invokes** can stack endlessly, and you can Invoke *extra* Aspects as you want.

Compels

Of course, if you're firing wildly with your Laser Pistol all session, you're liable to run low on Fate Points sooner or later. To earn more, you must seek and accept Compels. Compels leverage an Aspect *against* you in a way that complicates your character's life and, consequently, the story as a whole. Generally, this happens when a character trait would cause you to behave in a way that makes things worse or when something intrinsic to your character and their situation just makes things more complicated all by itself. Don't worry! A Compel isn't going to kill your character or ruin the entire mission. *Fate Core* is all about telling exciting, dramatic stories where failure always looms but the heroes somehow find their way. Taking Compels is a great way to push the story in an unexpected, thrilling, and probably hilarious direction, giving you new and crazier problems to solve. Sometimes, the new problem leads to new solutions, too...

A Compel *must* be fair. It needs to *really* reflect the Aspect being referenced. If you've got an **Eye for All That Glitters**, suggesting you might try to pocket a stray bauble at the Duchess's Manor and catch the attention of a burly guard is probably fair, but suggesting that you'd drop your heavily injured best friend to grab a penny on the sidewalk? Not so much. If you think a Compel *isn't* fair, say so! You and the FM can work that out or cancel the Compel entirely if need be. If, however, you both agree it *is* fair and you just *really* don't want to deal with that complication right now, you can *pay* a Fate Point to get out of it, but man, you were really gonna need that later...

Oh, and just a note, but you can *totally* suggest Compels to other characters, too, if you see a good one. But then *you've* got to pay *them* a Fate Point. But hey, all in good fun, right? For that matter, if you think one of your Aspects made you act in a way that complicated your life already and everyone missed it, pipe up and let the FM know; they'll probably award you a retroactive Fate Point for your trouble!

Story Details

Finally, you can spend a Fate Point at any time to declare a minor Story Detail. It might be an inexpensive piece of gear that you suddenly remembered your character *totally* has or a helpful NPC that you already know in the area. In general, a Story Detail can't outright solve the primary issues of a whole session, but if you tie your new Detail into one of your Aspects, the FM is likely to give you more leeway.

Skills – Actions, Results, and a Little About Boosts

Skills, Actions, and Rolls keep coming up; let's cover those in more detail. First, the Core Mechanic of Fate: rolling Fate Dice. When any situation *worth making a roll for* comes up, you roll Fate Dice (4 Fate Dice *or* 4 d6s—ask an FM about how to translate those). They'll generate a result from -4 to 4, but statistically, they tend to cluster around 0. Add in a relevant Skill Rank to get the final result. As noted above, if the situation is entirely mundane or stress-free and failure has no consequence, it's usually not worth rolling for. *Fate Core* is all about action and excitement, so rolling to see if your expert burglar can pick a simple lock with no one looking and no time limit is silly.

When you're rolling, you're taking one of four Actions (Attack, Defend, Create an Advantage, or Overcome) and achieving one of four Results (Fail, Tie, Success, or Success with Style). You roll against a difficulty—either a passive value set by the FM based on the situation at hand or an *active defense* by another character in the scene (you'll make and compare opposed rolls). Your result depends on how well you do, measured in Shifts (the difference between your roll and the target). In general, getting less than the target is a Failure, getting it exactly is a Tie, beating it by one or two is a Success, and beating it by three or more is a Success with Style.

Attack

Anytime you're actively trying to cause harm to someone else, that's an Attack. Now, that harm might come from your trusty Laser Pistol to their face or it might be subtler, like destroying their sense of self-worth with a carefully chosen barb! In any case, you're taking direct offensive action with the intent of Taking them Out. That might not be your *only* goal (we're only fighting the ghosts to get the *rubies*), but it's still necessary. You make the Roll with a relevant Skill and they Defend with one of their own, and the results are decided...

- **Fail** – You outright fail to hit them and deal no stress. D'oh!
- **Tie** – You score a glancing blow or just put them off balance. Gain a **Boost** you can use anytime before the end of your next turn.
- **Succeed** – You deal Stress equal to your Shifts of Success to either their Physical or Mental Stress, depending on Skill used.
- **Succeed with Style** – As above, *but* you can choose to reduce your Shifts of damage dealt by one to *also* get a Boost!

Defend

When someone or something is trying to harm you directly (Attack you) or Create an Advantage *directly* against you (and not, say, the scenery around you), you're granted an automatic and immediate Defend Action, even if you've already acted this turn. Pick a Skill that is relevant to how you're getting out of harm's way and make your roll, then observe the results...

- **Fail** – You take Stress equal to the Shifts of failure on your roll vs an Attack or fail to stop the Advantage from being Created.
- **Tie** – You don't take any Stress if it's an Attack, but your opponent gets a Boost against you no matter what they were attempting.
- **Succeed** – You avoid any Stress from an Attack or successfully stop the Advantage from being Created. Huzzah!
- **Succeed with Style** – Not only do you stymie your opponent as above, but you *also* get a Boost against *them*!

Create an Advantage

Anytime you are trying to learn something advantageous (about the world, the situation, or other people) *or* change the situation to benefit you and your allies, you're Creating an Advantage, which will uncover or create an Aspect for you to use. Studying a gambler for his tell? Creating an Advantage. Setting fire to the oil slick in the repair shop to cover your escape? Creating an Advantage. Grappling a foe to set him up for a big hit from a nearby ally next turn? Creating an Advantage. Make your roll and check the result!

A note on Creating Advantages: sometimes in the course of the game, you're going to come across foes or challenges that outright outmatch you. Rather than hoping luck is on your side with repeated Attacks and Overcomes at a *disadvantage*, work with your teammates to Create one or more *Advantages* to cash in on one big, guaranteed-to-succeed roll, instead! That'll show 'em...

- **Fail** – Not only do you fail to discover or create your Advantage, it gets twisted toward someone *else's* benefit, instead!
- **Tie** – You don't quite nail it, but you still get a temporary Boost related to your original intent as consolation.
- **Succeed** – You get your Advantage, discovering or creating an Aspect with one Free Invoke attached to it.
- **Succeed with Style** – Not only do you get your Advantage, but you get *two* Free Invokes on it! Nice!

Overcome

Overcome is basically the "typical RPG skill roll" Action. Picking a lock with Burglary? Overcome. Bashing down a door with Physique? Overcome. Tricking a mook guard with Deceive? Overcome. If you're bypassing a problem with your awesome Skills, use Overcome.

- **Fail** – You fail to overcome the problem, *or* you can possibly succeed at *Major* Cost (with FM approval).
- **Tie** – You get what you wanted, but face a *Minor* Cost or complication as a result. Coulda been worse...
- **Succeed** – You get what you wanted without any issues!
- **Succeed with Style** – Not only do you get what you wanted, but you *also* get a free Boost to carry forward. Score!

Free Invokes, Boosts, and Teamwork

When performing Create an Advantage actions or using some Stunts, you might earn one or more Free Invokes on an Aspect. These can be used just like Fate Points to gain a +2 or a re-roll, and unlike when paying a Fate Point to Invoke, you can use as many free ones on a single roll as you want! Even better, Free Invokes can be passed around, if it makes sense in the fiction: if you spot a guard's **Bum Leg** and can point it out to your allies, they can use the Free Invokes on it against the guard just as well as you! This makes them vital for building up a massive alpha strike against a difficult-to-hurt target or similar difficult tasks. A Boost is a transient, weaker version of an Aspect (so don't worry over giving them interesting names as much). They only last one Exchange before they're shrugged off or made irrelevant by the ongoing action. Like a Free Invoke on an Aspect, you can cash in a Boost for a +2 or a re-roll.

You may give up your turn in an Exchange to use **Teamwork**, giving another character a +1 bonus on a roll *if* you also have that Skill. No one can get a bonus to their roll higher than their original Rank in that Skill, no matter how many people Teamwork together on it.

Solving Bigger Problems – Challenges, Contests, and Conflicts

Sometimes, a problem takes a little more than just one Skill Roll to take care of. When appropriate, the FM will kick off **Challenges**, **Contests**, and **Conflicts** to represent these bigger, more complicated problems and situations to determine their outcome.

Challenges – Multi-Stage Problems

A Challenge represents a *number* of Actions that must be successfully undertaken in order to accomplish some larger goal. Depending on the scale, a Challenge might represent fully disabling a complex security system (picking a lock, shooting the cameras, confusing the mecha guardsbots, and hacking the main security computer). It could also be far more complicated and massive, like, say, years of political machinations to become the Zuulgosian Emperor, but we'll probably save that for at least Season 2…

Challenges could involve a whole group of characters making use of their talents or just be a series of obstacles facing one character on their own. Moreover, failing one or even more individual Rolls during a Challenge doesn't guarantee failure. Early failures make subsequent parts of the Challenge harder (you were spotted before blowing up the cameras, so the robots are more alert) or introduces a plot complication that needs to be solved in-play before you can proceed (maybe you do such a good job sowing distrust for your rival noble families that the current emperor throws you *all* in jail!). Like any Roll, there are degrees of success, after all.

In general, during Challenges, you are Overcoming *passive* opposition with your Skills. That might be abstracted a little (like the guardsbots above), but you won't be rolling directly against someone else. You can and *should* Create Advantages to help your teammates out where possible, and also be sure to leverage any Aspects describing the scene of the Challenge the FM tells you about!

Contests – Vying for Success

In a Contest, you face active opposition from one or more competing characters, but the two (or more) sides aren't actively trying to harm each other. Both sides strive toward their goal(s), which may not even be the same thing, and only one side can "win." Like Challenges, Contests can represent varying scales and scenarios. For instance, the probably insane Starship racers in the Orion Cup compete to complete the stages of each race (via Skill rolls) by any means necessary before their opponents, but outright murder is frowned upon. Going bigger, players might "compete" with a vast Planet-Devourer from before time, rushing to assemble a handy, dandy Supreme Nullifier while the Planet-Devourer, well, tries to eat the planet. Both are making rolls, and their goals are definitely opposed, but throughout the bulk of the Contest, they're not in violent confrontation with one another, although they may affect each other.

Like Challenges, the FM will set the stage with relevant Aspects. *Unlike* Challenges, Contests happen in **Exchanges**, or rounds; turn order is usually determined by comparing relevant Skills. Each Exchange, Contest participants roll their Actions in turn, and then the FM adjudicates the results. Depending on the nature of the Contest, the highest-rolling character might win that Exchange, or perhaps larger, multi-character "sides" compare results. Contests last until one side achieves an FM-set number of victories, and in some Contests, crafty opponents can even wipe out the other side's victories! Remember, Creating Advantages can sometimes be your best move, particularly when working as a team. If things turn violent and participants start actively Attacking each other, the Contest becomes a Conflict!

Conflicts – Coming to Blows (or Trading Insults)

Inevitably, all the diplomacy, good intentions, and/or clever lying in the world will fail and things will come to blows. Or mean-spirited words. Or pan-galactic hostile corporate takeovers. In any case, sometimes people end up fighting, and that's what Conflicts are for!

Like a Contest, there are two (or more!) sides in a Conflict, and at the start, the FM will need to define what they are and—just as important—what their *goals* are. Sometimes, it's as simple as wanting to beat the ever-loving daylights out of the other guys, but it's often a little more complicated than that—maybe the heroes are holding off an endless torrent of screaming ghosts pouring out of a ruptured *e-Gate* while one of them sneaks by and makes off with a Helios Ruby in the confusion. The ghosts are primarily concerned with drinking the delicious souls of the living, meanwhile, and probably don't care very much about the rubies at all.

Since Conflicts rarely take place in a vacuum (except after a hull breach), the FM will describe the Aspects of fight's setting and may draw a diagram to map out things like natural defensive locations, the mood in the room, or the complex legal rules for corporate buy-outs. Said diagram will typically break the battlefield down into discrete Zones that characters can move between during the Conflict.

With the sides, goals, and setting laid out, the FM will help establish the turn order during Exchanges. In Physical Conflicts, characters compare their Notice Skill Ranks to see who reacts first; in the event of a tie, compare Athletics Ranks (and Physique if need be). If there's *still* a tie at this point, roll off. Sometimes the situation will call for a different set of Skills, like in a Social Conflict where Empathy, Rapport, and Will determine order. Characters *can* choose to delay their action, though doing so permanently alters their place in the turn order.

Each Exchange, characters can Move and take an Action (in either order). Characters can generally move one Zone, though obstacles or opponents can impede them, necessitating an Overcome roll to leave the problem Zone (for instance, the hail of gunfire the opposing force is laying down makes crawling over to flank harder than usual). Since Conflicts can take place at differing scales of time and location, the size and complexity of Zones will vary significantly. In a small fistfight in a bar, different areas of the room might be Zones, while in a large fleet battle, Zones might represent whole star systems that Starships move through and establish control of. The nature of the Conflict also determines what Skills and Actions are appropriate. When things come to blows, Melee and Ranged Combat and Psionics will be common, but in a battle of words to win over a crowd during a political campaign, Rapport, Empathy, and Provoke are best. If a character elects not to take any Action at all, they can perform a Full Defense, gaining +2 to any Defend rolls they make that Exchange.

Most often, Attacking the opposition is simplest way to advance your side's goals, as enough successful Attacks will let you Take them Out or at least force them to Concede. Heck, sometimes, beating up the other side *is* the goal. However, Creating an Advantage or two can turn a seemingly even fight into a lopsided affair in no time, and a well-timed Overcome to change some element of the setting can be all it takes to wrap things up. Anytime you're menaced by an Attack or Create an Advantage, you will, of course roll to Defend, too.

Once one side has been completely Taken Out (or forced to Concede) *or* one side has accomplished all of their goals for the Conflict, it ends. This doesn't necessarily mean everyone on the losing side is dead (or permanently disgraced, or mentally shattered), but it does mean that the victors got most or all of what they wanted, while the losers must regroup and re-assess.

Stress, Consequences, and Getting Taken Out (Oh No!)

Tragically, members of Expeditionary Team Delta face danger constantly, and whether you're getting mangled by Scallgorvian Grullbeasts or brain-scrambled by psi-ghosts, you're gonna need a way to keep track of all the hurt; that's where Stress and Consequences come in!

Stress

Stress represents the bumps and missteps along the path of a character's life that sting in the moment but don't linger too long: bruises, pangs of guilt, weakened shields, etc. It's unpleasant, yes, but Stress alone won't kill you, and best of all, it *always* clears after each Scene.

Player Characters have separate tracks to represent Physical and Mental Stress. Physical Stress can represent getting slashed by a Bross's claws, strangled by a burly wrestler, or singed by blaster bolt. Mental Stress can encompass weakened self-esteem, a loss of confidence, or the nasty after-effects of a Psychic assault. Each Stress Box is labeled with a number, indicating the *amount* of Stress it can hold. When characters Fail a Defend Action, they'll take Stress equal to difference between their Defend roll and the opposing Attack. If a tentacle horror lashes you with Melee Combat at Fantastic (+6) and you try to dodge out of the way with a Fair (+2) Athletics roll, you're facing 4 Shifts of Physical Stress—ouch! High Skills can unlock more Stress Boxes; otherwise, you start with the 1 and 2 Boxes for each kind.

On any given Attack, you can only fill in *one* Stress Box to soak the damage. That means that sometimes, you'll still have some leftover Shifts of damage that haven't been accounted for. That, unfortunately for your character, is where Consequences come into play.

Consequences

Consequences represent more lasting and serious forms of harm than Stress, because they stick to your character as Aspects for a while (sometimes a *long* while!). On your character sheet, you'll find your Consequence Slots, which—like Stress Boxes—have a value assigned to them representing how many Shifts of damage they can soak up. Specifically, there are Mild (2), Moderate (4), and Severe (6) Consequences, and unlike Stress Boxes, these default Consequence Slots are shared between Physical and Mental harm.

When you must take a Consequence (or more—unlike Stress, you can fill *multiple* Consequence Slots for a single Attack), becomes an Aspect reflecting the kind of damage you took. Whether that's a ***Bleeding Cut on the Thigh*** from a Melee Combat Attack that inflicted a Mild (+2) Consequence or ***Crippling, Gut-Wrenching Terror*** from a nasty Psionic mind-probing that hit you with a Severe (+6) Consequence, it'll be up to you and the FM to come up with an interesting, flavorful name for the new Consequence. And this new Aspect isn't a nice one; whichever opponent inflicted the Consequence gets a *Free* Invoke on it, and anyone else can Invoke it for their benefit. Consequences are also popular targets for Compels, too...*and* they stick around until they're **Recovered** and—eventually—**Cleared**.

Recovering Consequences

Getting over a Consequence takes more than just a little rest. What's needed will vary based on the Consequence itself (cuts need different treatment than psionics-induced fear), but in short, fixing, or Recovering, the Consequence requires an Overcome roll made against a difficulty equal to the Consequence Slot's value. If you try to Recover your own Consequence, increase the difficulty by two. Either way, this kind of aid takes time and relative safety: it's hard to do more than basic triage in an actual warzone. Once Recovered via an Overcome in a safe place, **Re-Name** the Consequence to reflect its partially healed status. A ***Broken Leg*** might become a ***Leg in a Splint***, for instance, or that ***Crippling, Gut-Wrenching Terror*** reduced to ***Post-Probing Nerves***. Then, you must wait for the Consequence to be Cleared entirely, which varies based on its original severity. For full-session times, the current one *might* count—*if* you start early!

- **Mild Consequences** require a +2 Overcome to Recover and Re-Name, then clear after one full **Scene**
- **Moderate Consequences** Recover and Re-Name on a +4, then clear after one full **Session**
- **Severe Consequences** Recover and Re-Name on a +6, but only clear after *three* full **Sessions**

Conceding vs. Getting Taken Out

Sometimes, things just go *extra-special* badly for your character and the fight is lost. There's two ways out at that point: getting Taken Out or Conceding. If dice have hit the table and you don't have enough Stress Boxes and Consequence slots to soak the harm, you are automatically Taken Out of the fight; if your whole side is Taken Out, you *lose* and your opponents get whatever their goals were without issue. If you think you're getting close to that point, *at any time before dice are rolled*, you may individually Concede the Conflict. Doing so lets *you* set the terms for your defeat. No, you don't get what you wanted, *but* you'll get more control over what happens to your character. As a bonus, you get a Fate Point at the end of the Scene for doing so, plus an extra one for each Consequence you took.

Generally, getting Taken Out doesn't mean you're *dead. Seek the Stars!* isn't really that kind of grimdark game. Now, sure. you might he horribly injured and emotionally shattered, but that's a problem for *future* you! Still, probably best to Concede before it's too late...

Starships (A Primer)

Starships!

In the bright-lit future of 2062, Starships are real and everyone who's anyone owns one—and just about everyone else has worked on one at some point in their lives. Using the **Fate Fractal**, Starships are built like characters in *Seek the Stars!* They have Aspects, Skills, Stunts, Stress, and even Consequences, just like a PC would! However, they have their own set of unique Skills, plus some extra statistics, including Quality, Class, and Size.

More than likely, your character won't begin the campaign with the kind of cash necessary to own their own Starship. Happily, they probably *are* assigned a crew berth on one of the Space Patrol Frigate-class Starships docked at Starbase BS-0, like the **SASP Stern Rebuke** or the **SASP Functional**, which is pretty cool, too.

Starship Skill	Corresponding PC Skills
Artificial Intelligence	Empathy, Will
Armor (Hull)	Engineering, Physique
Beam Weapons	Engineering, Ranged Combat
Capacity	Burglary, Deceive
Communications	Empathy, Provoke, Rapport
Direct Weapons	Engineering, Melee Combat
E-Space **Navigation**	Academics, Pilot
Maneuverability	Athletics, Engineering, Pilot
Mining	Investigate, Notice, Survival
Projectile Weapons	Engineering, Ranged Combat
Repair	Engineering, Resources
Sensors	Engineering, Investigate, Notice
Shields	Engineering, Will
Speed	Athletics, Engineering, Pilot
Stealth	Deceive, Stealth
Systems	Academics, Hacking

You see, while just about any old idiot can sit down at a control station on a modern Starship and fiddle around until they *basically* get it working right, if you've taken the time to learn and master the controls of a given vessel, you can *really* make it shine!

Crewing a Starship

Just about every Player Character Skill corresponds to one (or more) Starship Skills. If you're an official crew member of a Starship or have taken some time to get to know it (usually via a Create an Advantage or Story Detail), you can add a Teamwork Bonus (+1) when using a station you've got a matching Skill for. For instance, if you're firing the kind of weak Fair (+2) Beam Weapons of a Fighter and you've got Ranged Combat at Average (+1) or higher, you get to add a Teamwork Bonus to the ship's score when you make a roll!

Better yet, if you've been officially assigned a crew role, or you've *really* spent a lot of time getting to know one part of the ship (generally, if you've got an Aspect reflecting your job on a vessel), you can *outright replace its Skill value with your own* when using that station. For instance, if you've been flying that same little Fighter for a long time, really learning its ins and outs, and you're a real crack shot yourself, you can eke way more power of it its weapons with your Great (+4) Ranged Combat than it could ever manage in less-skilled hands!

Breakthroughs (A Primer)

Whether your characters are racing to form a scientific hypothesis about how best to pierce the meter-thick hides of Scallgorvian Grullbeasts *while* engaged in deadly combat with a pack of Scallgorvian Grullbeasts (bad planning, team!) or working together to invent a spectacular new technological wonder, you're really just trying to achieve every scientist's greatest dream: a **Breakthrough!**

When it seems like several characters are about to chip in toward some complicated endeavor of intellectual rigor or engineering prowess, the FM might call for a special Challenge called a Breakthrough! When they do, everyone who wants to chip in using one of their Skills needs to join in the Challenge by justifying their participation using one of their Aspects. If you're an **Expert in Trans-Dimensional Engineering** and your allies are trying to crack the secrets of an Ancient Ones megawarp drive, *of course* you should get to participate!

Everyone who chooses to join in gets a Fate Point for their trouble, then rolls the Skill they think is most useful for the situation (within reason!) against a target difficulty of Good (+3). Whoever beats that difficulty *and* gets the highest score gets to declare the First Fact, creating an Aspect representing it that takes into account whatever Skill they used (and possibly earning Free Invokes). If there's a tie, both players make First Fact Aspects. This Fact doesn't immediately solve the problem, but instead represents an important first step.

The players then all roll to create the Second Fact; the difficulty is equal to last round's winning roll, *or* Good (+3), if no one won. They can Invoke the First Fact Aspect in the process, though its original creator gets first dibs on any Free Invokes. The winner creates a Second Fact Aspect just like the first—the only limitation here is that you can't directly contradict the preceding Fact's Aspect if you Invoke it. Then, if needed, the players roll to create a Third Fact in the exact same manner. Throughout the whole process, the FM will quietly track the team's progress, noting a secret score of successes and failures, and possibly even introducing complications on rounds where no one rolls high enough to establish a new Fact without issue. So long as the players pass this hidden, tracked threshold, they get to make a Breakthrough, establishing some new and astounding information to apply to the problem at hand or crafting something incredibly useful!

The FM will call for participants in the challenge to all roll one last time (the *Eureka!* Roll), again competing for the highest total. Whoever wins (roll off ties) gets to finish the Breakthrough, incorporating all the Facts established so far into an absolutely true, *real* discovery in the universe, represented as a brand new Aspect (for discoveries) or Extra (for inventions), replacing any already-established Fact Aspects. The Breakthrough might also reflect some of the complications the team faced along the way if they didn't accrue enough successes...

Of course, while all this arguing back and forth and tinkering with space-tech is going on, the rest of the galaxy keeps on trucking. Or, in other words, sometimes it's safest to leave a couple of characters *out* of the Breakthrough! attempt to do equally useful stuff of their own, like continuing to shoot the Scallgorvian Grullbeasts to hold them at bay, so the brainiacs can continue *breathing* while they tinker.

SEEK THE STARS!