

Space Aces: Episode Guide



The Setup:

Hired by:

(Faction)

To:

(The Mission)

The/A/An:

(The Objective)

To/At/In a:

(The Location & Location Aspect & Flavor)

From:

(The Opposition & Agenda)

The Scenes:

The Aces may encounter, meet, or fight:

(Encounter & Flavor, Social & Bearing, Scuffle & Tactic)

The Snag:

Eventually, there may be a major twist:

(The Snag)

The Snafu:

The episode opens 'in media res' with a problem:

(Difficulty & Flavor)



Flavor: (Add flavor to Location, Encounter, Difficulty, etc...)

●-●	●-●-●	●-●-●-●
● Captured	● Protected	● Exotic
● Abandoned	● Volatile	● Fragile
● Advanced	● Beautiful	● Civilized
● Monolithic	● Deceptive	● Hidden
● Endangered	● Shattered	● Active
● Treacherous	● Savage	● Moving

Faction:

- Order of Shadow (stay hidden)
- Galactic Congress (maintain control)
- Stellar Alliance (stop oppression)
- Freetrader Syndicate (defy authority)
- Explor-A-Corp (boldly go)
- Species 4774 (who knows...)

Agenda:

- Sow Chaos
- Gain Wealth
- Increase Power
- Infest & Spread
- Enact Revenge
- Destroy Enemy

Encounter:

- Danger (imperil)
- Obstacle (slow)
- Barrier (prevent)
- Passage (advance)
- Resource (enable)
- Refuge (refresh)



Scuffle:

- 1D6 Minions
(1 Gum. & 1 Harm)
- 1D3 Goons
(3 Gum. & 2 Harm)
- Big Baddy
(2D6 Gum. & 3 Harm)

Tactic:

- Destroy
- Weaken
- Capture
- Deceive
- Steal
- Hunt

Social:

- Harbinger or Hero
- Guardian or Gossip
- Trickster or Sage
- Hunter or Authority
- Seeker or Outcast
- Outlaw or Shadow

Bearing:

- Hostile
- In Peril
- In Need
- Duplicitous
- Suspicious
- Friendly

Difficulty:

- Overcome or Aid
- Rescue or Protect
- Endure or Choose
- Outwit or Restore
- Survive or Avoid
- Escape or Hinder

Ask The AI:

- Ask Yes/No question
- Determine likelihood
- Roll D20 & D6

D20 Result:

- Likely: Yes if 5+
- Possibly: Yes if 10+
- Unlikely: Yes if 15+

D6 Result:

- But... : ●-●
- And... : ●-●-●