

ICARUS

FREE CONTENT FRIDAY

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SESSION 0

TEENS IN SPACE

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GETTING STARTED

Though games of Icarus can stand on their own, they can also serve as an interesting and exciting way to collaboratively create the backstory of a certain location within a longer campaign of another game. Today, we're going to look at how to use Icarus to shape the rumored history of a planet, moon, or space colony you might encounter in a game of *Teens In Space*, as well as provide a few setting suggestions to get you off and running.

Using Icarus for *Teens in Space* can be a fun interruption to your normal campaign. Maybe you've already played a few sessions, investigated a few mysteries, and are now headed off to a foreign planet to find something you need to help complete your mission. Instead of having the GM give you exposition that details all the information you would know (or think you know) about the planet, you could instead schedule a session of Icarus with your group to play it out together.

Depending on what the characters' drive towards the colony is, your approach to the way you use Icarus will likely change. Is this an ancient planet where a far-gone civilization once ruled and has left something precious, something you desperately need, behind? Is it a prominent floating space colony that someone you know and care about might have been on when it collapsed? Or is it simply a moon your group will need to make a pit stop at in order to refuel and recharge and continue on their way? Knowing this up front will help you all to decide what kind of setting you want to use and inform some of the aspects you'll create during the game.

For the setting suggestions, we are going to include one that is in the Icarus rulebook already, as well as two new ones made specifically for using with *Teens in Space*.

THE FINAL FRONTIER

The discovery of the abundance of life outside our own Solar System was the catalyst for the next millennia of space travel from Earth. Welcomed by alien life to join a set of colonies built on the surface of a prominent trading moon, the brave first explorers established an outpost known as Icarus and learned the languages and cultures of their new lunar neighbors. They brought with them foods and other goods available nowhere else in this foreign solar system and, in part because of this, Icarus soon grew from a small trading outpost to one of the most prominent cities in the planet's orbit.

IMAGERY

Exotic alien marketplaces, massive planet in the sky, humanoids and non-humanoids conversing, ships emerging through clouds, ancient temples glowing with technology, voracious alien fauna

RESOURCES & TECHNOLOGIES

Earthborne food and goods, alien power source, FTL travel, anti-gravity tech, terraforming and weather control, cryonics, advanced medicine, artificial intelligence, plasma weapons

NAMES

Amethyst, Apollo, Bloom, Callista, Calix, Drake, Gage, Idris, Indigo, Jax, Juno, Ky, Muse, Oberon, Orion, Persephone, Quinn, Raze, Rye, Sawyer, Serenity, Thane, Ursa, Zelda, Zura

THE FLOATING COLONY

Though it began as a humble intergalactic space station used for scientific research into creating better living environments for humans, the resounding success of this experiment soon grew into Icarus, the most prominent and wealthy floating colony on this side of the Milky Way. Utilizing its own proprietary research and technology, Icarus was built from the ground up to provide everything a society might need to flourish. But as demand to relocate to this famed utopia grew, so did the station's expansion, resulting in what is now a nearly-constant state of construction. Because of this, Icarus has become a colony that is more wealthy, and more vast, than any other floating city ever to be built among the stars.

IMAGERY

Perfect symmetry, gleaming metal, a central hub surrounded by countless rings, softly glowing lights, perfectly made beds, bright white hallways, indoor forests, massive glass windows, sleek ships

RESOURCES & TECHNOLOGIES

Regulated indoor farms, oxygen converters, virtual reality, augmented windows, transport pods, full-time staff, power banks, top-tier entertainment venues, solar arrays, holograms, shield generators

NAMES

Aeryn, Alexandra, Alistair, Axton, Byron, Calix, Callahan, Carter, Caspian, Dasha, Echo, Eldera, Ezra, Greer, Idris, Kael, Kian, Nova, Odo, Preston, Renzo, Shia, Thane, Zaiden, Zyla

THE WILD REACH

The alien jungle of Icarus has always been home to one of the most fascinating of all life forms in the known galaxy. The Icarusians, a strange and isolated alien species known for their masterful architecture and unique building material, spent centuries, maybe even millenia, alone. Looking up at the stars, they interpreted the stories they told and passed these stories down through upwards, over the canopies, above the treetops, trying to reach to the sky so that they could learn more of this world beyond. To transcend the terrestrial. To beg for the stars to notice them. And one day, they did. They reached the end of the atmosphere. They had built to the very edge of their world, and they still pushed onward.

IMAGERY

Gargantuan trees with sunlight trickling through them, glowing vines, bright plants, strange roots, baby creatures on the underside of leaves, a sprawling canopy, purple sky, metallic stone scaffolding

RESOURCES & TECHNOLOGIES

An ocean of trees below, unfathomably strong metallic stone, atmospheric breathers, elevator transports, relentless winds, precise tools, hive mind, the light of three suns, giant woven safety nets

NAMES

Azan, Bardan, Bialar, Cade, Cando, Corellia, Deckard, Dejah, Galen, Jaina, Kagin, Kreia, Lazarus, Makkan, Natira, Pallas, Rygel, Sarek, Soval, Talis, Tharen, Vorian, Zhora, Zorg

WHEN YOU'RE DONE

When you finish playing Icarus, you can use the story you've told as either the myth or history that all of the characters know about this place, or have them stumble upon its ruins without that knowledge and let their characters discover something that fits within the story you all created, but was left out of the game you played.

As a player, you might choose to explore the area of Icarus that you've heard from the legend was the last known location of the powerful relic you all seek. If you're GMing, you might hint that someone the players are looking for is being held on Icarus as one of the last survivors, or is leading the group of rebels hiding out below the rubble. Do your players need to find what remains of the seedy black market within Icarus to locate a powerful weapon, or to stop someone else from getting it first? Remember that the story of Icarus doesn't have to necessarily be true, and that means you can turn the knowledge the players think they have back on itself to create moments of surprise and excitement around the table. Remember that giant sand worm that attacked the city and brought down the tower? What happens when you discover its corpse-- and the electronics inside that were driving it. This wasn't a mythical creature, but a robot built to do someone's bidding!

As always, take the pieces that work for you and your group and don't be afraid to leave things behind that don't matter. Icarus is about creating a setting you all get to contribute to and are invested in, and hopefully works to enhance the collaborative storytelling you all will do in your Teens In Space campaign afterwards. Good luck and have fun!