An Impulse Starter by Author

# STARTER NAME

Adrian Thoen's Impulse Drive

## Agenda

- Fill the void of Space with danger and excitement.
- Show how big Space is, and how small the PCs are.
- Play to find out what happens.

## Questions

## Calls

- Use an NPC, Location, or Ship Call.
- Divide them.
- Deliver bad news.
- Give them a tough choice to make.
- Put something vital in danger.
- Deal Harm.
- Show danger approaching.
- Offer an opportunity, with or without a cost.
- Hint at danger elsewhere.
- Use up their resources.
- Destabilise the environment.
- Give them Advantage or Disadvantage.
- Turn their Move back on them.
- Tell them the possible consequences and ask.

## Principles

- Embrace the senses, describe sights, sounds and smells.
- Show the fragility of life in space.
- Make the Galaxy behave consistently to its own rules.
- Explore the Galaxy with your players during play.
- Create interesting dilemmas, not interesting plots.
- Address yourself to the characters, not the players.
- Make your SM Call, but don't speak it's name.
- Treat your ideas and NPCs as expendable.
- Give everyone a name. Make your NPCs real people, and your monsters truly Alien.
- Ask provocative questions and build on the answers.
- Provide opportunities for decisive action.
- Be a fan of the characters.
- Think cinematically.
- Think offscreen, too.
- Begin and end with the Fiction.

## Impressions

## News Items

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## Items

## Factions

## Strains

## Contracts



Icons from https://game-icons.net/