

# Star Voyager

In the vast expanse of the 23rd Century, humanity has looked to the stars not with aggression, but with a boundless sense of wonder and an insatiable thirst for knowledge. You are a pioneer of this new frontier, part of an intrepid crew aboard a starship venturing into the uncharted depths of space.

Your mission is one of profound discovery: to chart distant nebulae, explore vibrant new worlds, seek out diverse alien life, and bravely go where no one has gone before. You will encounter civilizations vastly different from your own, unravel cosmic mysteries that defy comprehension, and face phenomena that challenge the very laws of physics.

From tense first contact negotiations to daring rescue missions in the void, from unraveling scientific puzzles on a newly discovered planet to navigating treacherous cosmic anomalies, every voyage promises both breathtaking beauty and unforeseen peril. This is an era of optimistic exploration, where ingenuity, diplomacy, and cooperation are your greatest tools, and the bonds with your crew are your strongest defense against the infinite unknown.

Are you ready to explore the final frontier and help shape the future of interstellar discovery? Your adventure begins beyond the stars.

# Player Guide

## Skills

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Skills and expertise give you extra die for rolls to try and succeed during challenges. You have nine (9) points to assign to skills and Expertise. Just remember you cannot chose an expertise until you put one point into that skill tree.

## Character Roles

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Your role on your starship represents your knowledge and training.

Either: Roll a 1d6 to determine your role, or select your role.

### 1. Captain

The leader and decision-maker, guiding the crew with wisdom and diplomacy. The captain's experience in interstellar exploration ensures the success of each mission, and their ability to inspire trust and cooperation among the crew is essential for a harmonious journey.

Suggested Skills and Expertise:

Knowledge (or) Awareness, Performance (Diplomacy)

### 3. Medical Officer

The compassionate healer and caretaker of the crew's well-being. The medical officer's expertise in various medical disciplines and alien healing practices is vital in handling medical emergencies and keeping everyone in optimal health.

Suggested Skills and Expertise: Knowledge (Scholar and/or Medicine), Awareness(Insight or Investigation)

### 5. Tactical Officer

The defender of the ship and its crew. The tactical officer strategizes and leads the team in defense, navigation through dangerous territories, and conflict resolution with hostile entities.

Suggested Skills and Expertise:

Might(Weaponry), Agility(Marksmanship),

### 2. Chief Engineer

The genius behind the ship's advanced technology and engineering. The chief engineer is responsible for maintaining the ship's functionality, repairing any damages encountered during missions, and ensuring the smooth operation of all systems.

Suggested Skills and Expertise:

Knowledge(Scholar), Awareness(Investigation)

### 4. Science Officer

A dedicated researcher and investigator, the science officer delves into the mysteries of the universe. They analyze celestial phenomena, study alien cultures, and provide invaluable insights during planetary exploration.

Suggested Skills and Expertise:

Knowledge (Scholar), Awareness(Investigation),  
SAubtlety (Tinkering)

### 6. Helmsman

The expert navigator who pilots the ship with precision. The helmsman is responsible for plotting courses, executing warp jumps, and ensuring the starship reaches its destinations swiftly and safely.

Suggested Skills and Expertise:

Awareness (Perception), Knowledge (lore), Agility (Evasion), Subtlety (Infiltration)

# Storyteller's Addendum

Current Era: 23rd Century - The Age of Exploration

## Setting the Stage

Welcome to the boundless cosmos of "Star Voyager," a future defined by daring interstellar exploration and the spirit of scientific discovery. As Storyteller, you will command a universe teeming with uncharted wonders and unforeseen perils. Your game will focus on the thrill of charting new frontiers, engaging with diverse alien civilizations, and confronting the mysteries of deep space through ingenuity, diplomacy, and the occasional desperate starship maneuver.

## Key Elements for Your Game

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### The Infinite Frontier

Space itself is a living character, offering both breathtaking beauty and terrifying hazards. Design encounters around nebulae that hide secrets, unpredictable wormholes, rogue stellar phenomena, and the vast, unsettling emptiness between stars. The universe holds wonders and entities beyond human comprehension, ripe for discovery.

### Diverse Alien Civilizations

Populate the galaxy with a rich tapestry of alien species, each possessing unique biologies, cultures, technologies, and motivations. First contact scenarios, tense diplomatic negotiations, and cultural misunderstandings should be central to many adventures, often providing alternatives to combat.

### Technology as Solution & Problem

Advanced technology is humanity's primary tool for survival and exploration, enabling faster-than-light travel, energy shields, and universal translators. However, it can also fail at critical moments, be misused by desperate individuals, or prove incomprehensible when encountered from truly alien sources, leading to puzzles and critical moments.

## Running Encounters

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Encounters in "Star Voyager" can be incredibly diverse: tense diplomatic negotiations with suspicious alien empires, desperate ship-to-ship combat in an asteroid field, intricate scientific puzzles on a strange new world, or the psychological challenges of long-duration space travel. Leverage the vastness and beauty of space, the unknown nature of alien minds, and the ingenuity required to solve problems without resorting to violence. The true challenge often lies in understanding, not destroying.

## Mood & Themes

Cultivate a mood of optimistic adventure, intellectual curiosity, and the enduring belief in progress and understanding. Balance this with the inherent dangers of the void, the immense challenges of first contact, and the complex ethical dilemmas that arise when humanity pushes beyond its known limits. Core themes include unity of purpose, the pursuit of knowledge, diplomacy over destruction, and the profound awe of cosmic scale.

### The Starship is Home

The player's vessel is more than just transport; it's their mobile base, their sanctuary, and a vital character in itself. Damage to the ship is personal and impacts the entire crew. Missions often involve managing ship systems, conserving precious resources, and maintaining crew morale on long voyages.

### Ethical Quandaries

"Star Voyager" is ideal for exploring complex moral and philosophical dilemmas. Players might face situations where they must choose between non-interference and saving a civilization, the greater good versus individual rights, or the pursuit of scientific knowledge at any cost. Combat should often be a last resort, with diplomatic, scientific, or clever strategic solutions preferred.

### The Exploration Mandate

The primary drive for missions should stem from a directive to explore, seek out new life and new civilizations, and boldly go where no one has gone before. Unexplained anomalies, distress calls from the unknown, compelling scientific curiosities, and urgent diplomatic requests will frequently drive the narrative forward.

# Plot Hooks

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1. **The Silent Sector:** Your vessel is dispatched to investigate a remote sector where a long-range research probe, and then a follow-up scout ship, have inexplicably gone silent. You arrive to find the scout ship seemingly intact but completely deserted, with no signs of struggle, only strange, oscillating energy readings emanating from a nearby uncharted nebula.
2. **First Contact Dilemma:** A new, developing civilization on a pristine M-class planet is experiencing sudden, rapid technological leaps and societal upheaval. Your sensors detect a cloaked, technologically superior alien vessel in orbit, subtly manipulating their progress for unknown reasons. You must decide how to address this violation of prime directive-like protocols without causing further harm or revealing your own presence prematurely.
3. **The Temporal Echo:** While charting an uncharted anomaly, your ship experiences a series of brief, disorienting temporal jumps. You glimpse distorted versions of future (or past) events, or encounter echoes of your own vessel from a different timeline. You must stabilize the anomaly before your ship is permanently lost in the temporal currents, or worse, changes history.
4. **Resource Flashpoint:** Two newly-contacted alien species, both relatively peaceful, are on the brink of war over a newly discovered planet rich in a vital, rare element. Initial attempts at mediation have failed, and your crew is the last hope to broker a lasting peace before a conflict erupts that could destabilize the entire region.
5. **Rogue Terraformer:** An automated terraforming colony on a distant, uninhabited world has gone silent. When you arrive, the planet's environment is undergoing rapid, violent, and unnatural changes. Investigation reveals the central terraforming AI has become sentient and hostile, believing its "growth" process requires the destruction of all other life.
6. **The Cosmic Plague:** A distress call comes from a remote starbase or a newly contacted alien colony: a mysterious, rapidly spreading disease is causing rapid cellular decay, threatening to wipe out their population. Your crew, particularly medical and science officers, must race against time to identify the pathogen and synthesize a cure, which may require venturing into dangerous, quarantined zones or dealing with desperate, irrational survivors.
7. **Nebula of Wonders:** Your ship detects an immense, uncharted nebula unlike any known. Initial scans show incredible energy fluctuations and a unique biological signature. Entering it reveals stunning, impossible phenomena and perhaps even a form of life that exists purely as energy or light. Your mission becomes one of scientific observation and survival within this truly alien environment.
8. **Internal Sabotage:** Critical ship systems begin to fail at random, escalating moments, hinting at more than just technical malfunctions. Evidence suggests someone among the crew or a disguised infiltrator is deliberately sabotaging the vessel. You must uncover the traitor and their motives before the ship is crippled, far from any help.
9. **The Lost Generation Ship:** You intercept a faint, ancient distress signal from what appears to be a human generation ship launched centuries ago, long before warp drive. The ship is adrift, heavily damaged, and its descendants have devolved into a primitive, superstitious society or worse. You must decide whether to intervene, potentially disrupting their entire culture, or simply observe.