

# INFINITE GALAXIES

## Game Master Moves & Directives – v1.01.02072017

### PLAY TO FIND OUT WHAT HAPPENS

#### PRINCIPLES

This section introduces the 16 GM principles and how to apply them to the game.

##### **What to Do**

Play to Find Out What Happens  
Ask Provocative Questions and Build on the Answers  
Be a Fan of the Player Characters  
Involve Everyone in the Game  
Be Honest with the Players  
Breathe Life into Characters and Places  
Cause Interesting Trouble for the Characters  
Respond to Character Actions to Spin the Story Forward

##### **What to Avoid**

Don't Let the Game Become Boring  
Don't Trigger Moves without Support in the Fiction  
Don't Deny Success without Good Reason  
Don't Over-Prepare  
Don't Focus on One Character  
Don't Refer to your Moves by Name  
Don't Let the Story Stagnate  
Don't Forget What Matters to the Players

#### GM MOVES

This section lists the moves the GM can make.

**Hard Moves:** Make a Hard Move when a PC misses on a roll or fails to get out of danger.

Advance an Enemy's Plot  
Deal Damage to Someone  
Demonstrate Someone's Weakness  
Deny Access to a Resource  
Introduce New Enemies

Someone or Something is Captured  
Someone Takes a Debility  
Something Hazardous Appears  
The Current Milestone Passes (for good or ill)  
Use an NPC's Instinct

**Soft Moves:** Make a Soft Move when a PC succeeds at a cost or has a partial success.

A New Threat Looms  
Add a Complication to the Story  
Make the PCs Double Back or Delay Them  
Mark a Use of a Resource or Credit

Offer an Opportunity for a Cost  
Put Someone in Danger  
Something Points Away from the Milestone  
Take Advantage of an Existing Weakness or Debility

#### HANDLING DRIVES & RELATIONSHIPS

This section discusses the GM's role in using Drives & Relationships in the game.

##### **Drives**

Note which Drives the Players have Chosen  
Characterize Drives as People, Places, or Things in the Story  
Each Scene should Provide an Opportunity to Trigger a Drive  
Remind the Players to Tally xp for Triggering their Drives

##### **Relationships**

Note which Relationships the Players have Chosen  
Provide Context for Relationships to be Triggered  
The Players Push for Opportunities to Trigger Relationships  
Remind the Players to Tally xp for Triggering their Drives

*On average, Drives & Relationships should be triggered once per scene.*

### ASK PROVOCATIVE QUESTIONS AND BUILD ON THE ANSWERS

#### THREATS

This section introduces some threats and hazards the GM can use to populate the game.

#### **Humans**

Human (Cygnan) Pilot [Medium, Urban/Space, Task-Oriented]

Damage: 1d8      Armor: 1

Vitality: 12

Drive: To fly their starship

Instincts:

- Take passengers to new places
- Show off piloting skills

Human (Terran) Diplomat [Medium, Urban/Space, Open]

Damage: 1d6      Armor: 0

Vitality: 10

Drive: Make complex agreements

Instincts:

- Speak with hostile parties
- Get information from contacts

Human (Terran) Gambler [Medium, Urban, Sneaky]

Damage: 1d6      Armor: 0

Vitality: 10

Drive: Hit the big score

Instincts:

- Take a bet
- Socialize with unsavory types

#### **Aliens**

Gray Engineer [Small, Urban/Space, Task-Oriented]

Damage: 1d8      Armor: 2

Vitality: 12

Drive: To learn about technologies

Instincts:

- Command robots
- Protect important technologies

Masskai Horde (Minion) [Medium, Urban/Wilderness/Space, Aggressive]

Number: 6      Damage: 1d4+6

Armor: 0      Vitality: 24

Drive: To kill for pride and glory

Instincts:

- Prey upon the weak
- Dominate others

Human (Terran) Grunt Soldiers (Minions) [Medium, Urban/Space, Militant]

Number: 8      Damage: 1d4+8

Armor: 1      Vitality: 32

Drive: Follow orders

Instincts:

- Assist squad leader
- Defend a place or person

Human (Terran) Star Patrolman [Medium, Space, Militant]

Damage: 1d8      Armor: 2

Vitality: 16

Drive: Enforce galactic law

Instincts:

- Arrest a law-breaker
- Look out for trouble

Por Chantarii Artist [Medium, Urban/Space, Elitist]

Damage: 1d6+2      Armor: 0

Vitality: 14

Drive: To create great works of art

Instincts:

- Amaze others with artistry
- Learn about new art forms and cultures

White Ape Plunderer [Medium, Urban/Wilderness/Space, Sneaky]

Damage: 1d6+2      Armor: 1

Vitality: 12

Drive: To steal items of worth or significance

Instincts:

- Take things from humans
- Get to safety

### THE GAME IS NEVER BORING

#### Robots

Hunter-Killer Robot [Medium, Urban/Space, Aggressive]

Damage: 1d10    Armor: 2

Vitality: 16

Drive: Find and kill

Instincts:

- Search for hidden enemies
- Spy on a target

Maintenance Robot [Small, Urban/Space, Hive-Mind]

Damage: 1d6    Armor: 2

Vitality: 10

Drive: Perform scheduled maintenance

Instincts:

- Fix things
- Stay away from violence

Robot Laborer [Medium, Urban/Space, Task-Oriented]

Damage: 1d6    Armor: 2

Vitality: 10

Drive: Work for their master

Instincts:

- Move heavy things
- Load and unload cargo

Robot Weapons Platform [Large, Urban/Space, Aggressive]

Damage: 1d10+2    Armor: 3

Vitality: 20

Drive: Destroy enemies

Instincts:

- Shoot missiles (Area, Far, Near)
- Gain tactical advantage

#### Hazards

These are common hazards that one might encounter in a sci-fi setting.

Extreme Cold: Unprotected characters are *put in danger* and may take cold damage, the amount of which depends on length of exposure (1d6 to 1d10 or more). Only special armor protects against this damage. Planets with extreme cold may also have high wind speeds, which can cause other problems.

Darkness: Lack of light may be a common hazard. While it does not cause direct damage to characters, it may cause groups to be separated or to spend resources (either to light the area or to otherwise find their way in the dark environment).

Electricity: Unprotected characters take electrical damage – only special armor protects characters from this damage.

Fire / Heat: Only special armor protects characters from this damage. Heat can cause Debilities as well.

Gas: Gas attacks may not cause direct damage, but can knock out characters or cause them to take debilities. Gas in an area causes characters to be *put in danger* – holding one's breath or using a gas mask can avoid the danger.

High Altitude: Unprotected characters may suffer from lack of oxygen and/or feelings of vertigo. Characters are *put in danger* when they are at high altitude and may pass out or lose access to resources.

Radiation: Characters may be *put in danger* from exposure to radiation coming from an accident or some form of attack. Only special armor protects against radiation damage. Radiation may not always cause damage; it could also cause a loss of resources or Debilities.

Space: Outer space is its own hazard. It includes not only extreme cold, but also a vacuum. Extreme cold is detailed above; outer space is somewhere between -270 and -454 degrees Fahrenheit. Outer space has no friction and no breathable air for most beings. The vacuum is also deadly. Unprotected characters are *put in danger* due to all of these factors, any of which might result in taking damage or losing resources. Robot characters are unaffected by most of these dangers.

Underwater: Characters without assistance may be *put in danger* merely because they can't breathe. Going far underwater can also introduce a danger of high pressure, which can crush people or things.

### CREDIT EQUIVALENCE

Use this handy table to determine the equivalence of various amounts of Credit in the game.

1-Credit:	Average person's week's pay, hotel room for a week, starship docking fee, Utility Belt
2-Credit:	Average person's month's pay, Laser Pistol, Flexsteel Armor, fashionable clothing
3-Credit:	Standard service robot, ship's passage to far-flung location, annual taxes for a family
4-Credit:	Avg. person's annual pay, extensive cybernetic implants, Matter-Antimatter Engine
5-Credit:	Interstellar communications array, small air vessel, Starbreaker Gun (vessel weapon)
6-Credit:	Annual income for a small business, annual income for a spaceball star player
7-Credit:	Small luxury land vessel, annual income for interstellar gangster lord / corporate CEO
8-Credit:	Wealthy estate on a habitable planet, small fusion planetary reactor
9-Credit:	Annual income for a small mining colony, stock starfighter
10-Credit:	Stock merchant transport, annual income for a merchants' guild
15-Credit:	Stock gunship or frigate, purchasing a small mining colony
20-Credit:	Annual income for a small interstellar corporation, luxury or custom space cruiser

# INFINITE GALAXIES

## Game Master Moves & Directives

### BE A FAN OF THE PLAYER CHARACTERS

#### SCI-FI IDEAS

##### **People**

Aggressive Cyborgs  
Alien Anarchist  
Aloof Science Officer  
Ambitious Noble  
Artist from an Alien Culture  
Befuddled Professor  
Charming Troubadour  
Cool Gunfighter  
Cruel Overlord  
Crusading Zealot  
Curious Exobiologist  
Didactic Historian  
Distracted Chaos Theorist  
Elegant Performer  
Elite Special Forces Team  
Emotionless Onlookers  
Enigmatic Monk  
Envoy from a Hostile Civilization  
Gangly Hacker  
Genetic Supersoldier  
Greedy Tycoon  
Haughty Merchant Prince  
Headstrong Daredevil  
Helpful Translator  
Holy Mother  
Hostile Natives  
Hurried Public Servant  
Insidious Alien Horde  
Jaded Mercenaries  
Know-It-All Kid  
Loyal Bodyguard  
Master of Ancient Swordfighting  
Metal-Faced Thug  
Modest Apprentice  
Naive Farmboy  
Nervous Navigator  
Pedantic Lawyer  
Planetary Dictator  
Power-Mad Mastermind  
Precocious Sidekick  
The Princess!  
Psionic Puppeteer  
Psychic Warrior  
Pudgy Security Guard  
Refugees from a Dying World  
Replicant  
Resistance Leader  
Respected Space Marshall  
Rocketcycle Gang  
Scheming Traitor  
Shadowy Assassin  
Slick Pickpocket  
Snake-Skinned Concubine  
Street-Smart Bounty Hunter  
Telepath for Hire  
Time-Traveling Explorer  
Trophy-Taking Hunter  
Unapproachable Beauty  
Washed-Up Pilot  
Weary Military Officer

##### **Places**

Abandoned Transport  
Arcology Planet  
Asteroid Field  
Automated Factory  
Central Command Center  
City Built from Starship Debris  
Cryogenic Storage Unit  
Desert Planet  
Dream Chamber  
Floating Base  
Forest Planet  
Galactic Library  
Gas Planet  
Hollow Moon  
Ice Planet  
Institute to Preserve Civilization  
Invisible Base  
Itinerant Space Casino  
Jungle Planet  
Luxurious Space Resort  
Mega-Prison Fortress  
Mining Colony  
Ocean Planet  
Orbital Research Station  
Orbital Defense Platform  
Planetary Oracle  
Refueling Waystation  
River of Quicksilver  
Seamy Bordello  
Semi-Autonomous Space Station  
Spaceball Stadium  
Space Bazaar  
Space Marine Academy  
Star System Threatened by Supernova  
Stasis Module  
The Terminus  
Underwater Arcology  
Unstable Wormhole  
Ventilation Shaft  
Weapon Foundry

##### **Things**

Amnesia  
Bio-Engineered Starship  
Biomechanical Resurrection  
Brain in a Cube  
Clone-Breeding Program  
Colossal Volcano  
Cure for a Pandemic  
Cyber-Neural Programming  
Cyborg Animal  
Decaying Orbit  
Dinosaurs!  
Discredited Noble House  
Dying Star  
Electromagnetic Pulse  
Empire in Decline  
Escape Pod  
Eugenics Program  
Extradimensional Portal

False Utopian Society  
Faster-than-Light (FTL) Drive  
Force Field  
Fountain of Life and Death  
Genetic Mutation  
Germ Warfare  
Ghost in the Machine  
Gigantic Monster  
Gravitational Field  
Hyper-Electric Storm  
Illegal Spice  
Imprinted Memories  
Interstellar Communication System  
Interstellar Mafia  
Intrusion Countermeasures  
Invasion!  
Lightning Field  
Locus of Antimatter  
Low Gravity Stabilizer  
Makeshift Communication Device  
Mechanized Battle Suit  
Memory Wipe  
Monolithic Corporation  
Mysterious Device Humming with Power  
Overpopulation  
Planetary Civil War  
Pocket-Sized Reactor  
Positronic Brain  
Powerful Exoskeleton  
Precognitive Software  
Prototype Combat Robot  
Psi-Powered Starship  
Psychic Singularity  
Raucous Celebration  
Religious Mysticism  
Robot Uprising  
Scout Ship  
Self-Aware Crystal  
Sentient Plant Life  
Space Dragon  
Space Merchant Caravan  
Strange Monolith  
Synthetic Skin  
Telepathic Marine Creature  
Time Dilation  
Transplanted Brain  
Undiscovered Humanoid Species  
Unexpected Black Hole  
Unidentified Transmission  
Uplifted Animals  
Worldwide Famine  
Xenomorph