

LASERS & FEELINGS

YOU ARE THE CREW OF THE INTERSTELLAR SCOUT SHIP **RAPTOR**. Your mission is to explore uncharted regions of space, deal with aliens both friendly and deadly, and defend the Consortium worlds against space dangers. **CAPTAIN DARCY** has been overcome by the strange psychic entity known as *Something Else*, leaving you to fend for yourselves while he recovers in a medical pod.

PLAYERS: CREATE CHARACTERS

- 1 Choose a style for your character: **Alien, Android, Dangerous, Hot-Shot, Intrepid, Savvy, or Sexy.**
- 2 Choose a role for your character: **Doctor, Envoy, Engineer, Explorer, Pilot, Scientist, or Soldier.**
- 3 Choose your **number**, from 2 to 5. A high number means you're better at **LASERS** (technology; science; cold rationality; calm, precise action). A low number means you're better at **FEELINGS** (intuition; diplomacy; seduction; wild, passionate action).
- 4 Give your character a **cool space adventure name**. Like Sparks McGee or something.

You have: a Consortium uniform (with built-in vacc-suit for space walks), a super-sweet space-phone-camera-communicator-scanner thing (with universal translator), a variable-beam phase pistol (set to stun, usually).

Player goal: Get your character involved in crazy space adventures and try to make the best of them.

Character goal: Choose one or create your own: **Become Captain, Meet Sexy Aliens, Shoot Bad Guys, Find New Worlds, Solve Weird Space Mysteries, Prove Yourself, or Keep Being Awesome** (you have nothing to prove).

PLAYERS: CREATE THE SHIP

As a group, pick two strengths for the *Raptor*: **Fast, Nimble, Well-Armed, Powerful Shields, Superior Sensors, Cloaking Device, Fightercraft.**

Also, pick one problem: **Fuel Hog** (always needs energy crystals), **Only One Medical Pod** (and Captain Darcy is in it), **Horrible Circuit Breakers** (in battle, consoles tend to explode on the bridge), **Grim Reputation** (Captain Darcy did some bad stuff in the past).

ROLLING THE DICE

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're **prepared** and **+1d** if you're an **expert**. (The GM tells you how many dice to roll, based on your character and the situation.) **Roll your dice and compare each die result to your number.**

↓ If you're using **LASERS** (science, reason), you want to roll **under** your number.

↑ If you're using **FEELINGS**, (rapport, passion) you want to roll **over** your number.

0 **If none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.

1 **If one die succeeds**, you barely manage it. The GM inflicts a complication, harm, or cost.

2 **If two dice succeed**, you do it well. Good job!

3 **If three dice succeed**, you get a critical success! The GM tells you some extra effect you get.

! **If you roll your number exactly**, you have **LASER FEELINGS**. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

What are they really feeling? Who's behind this? How could I get them to ____? What should I be on the lookout for? What's the best way to ____? What's really going on here?

You can change your action if you want to, then roll again.

HELPING: If you want to help someone else, who's rolling, say how you try to help and make a roll. If you succeed, give them **+1d**.

GM: CREATE A SPACE ADVENTURE

Roll or choose on the tables below.

A THREAT...	
1. Zorgon the Conqueror	4. Space Pirates
2. The Hive Armada	5. Cyber Zombies
3. Rogue Captain	6. Alien Brain Worms
WANTS TO...	
1. Destroy / Corrupt	4. Protect / Empower
2. Steal / Capture	5. Build / Synthesize
3. Bond with	6. Pacify / Occupy
THE...	
1. Space Pirate King/Queen	4. Quantum Tunnel
2. Void Crystals	5. Ancient Space Ruin
3. Star Dreadnought	6. Alien Artifact
WHICH WILL...	
1. Destroy a solar system	4. Start a war / invasion
2. Reverse Time	5. Rip a hole in reality
3. Enslave a planet	6. Fix Everything

GM: RUN THE GAME

Play to find out how they defeat the threat. Introduce the threat by showing evidence of its recent badness. Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do. *"Zorgon charges the megacannons on his ship. What do you do?" "Daneela pours you a glass of Arcturan whiskey and slips her arm around your waist. What do you do?"*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. *"Have any of you encountered a Void Cultist before? Where? What happened?"*

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THANKS

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