

STARHOLD: SPEAKER REFERENCE SHEET

AGENDA

Make it real.
Make it interesting.
But don't make it!

PRINCIPLES

Speak to the spacers, not the players.
Be a fan of the characters.
Immerse yourself in the universe.
Name everyone and make them real.
Bring terror and awe to the mundane.
Nothing is safe and no one is immune.
Think off-screen.
Keep track of the game's story and lore.
The moves always work.
Ask interesting questions and build on the answers.
Give your player's what they earn, but not always what they want.
Use your moves, but don't use their names.
It's doesn't have to be your decision.

ALWAYS SAY

What the principles demand.
What the rules demand.
What the prepared Crisis, scarcity, countdown, and setting demand.
What honesty demands

FIRST SESSION

1. Content Warning & Safety Tools
2. Choosing Playbooks
3. Establishing Connections (Cx)
4. Choose a location and map it
5. Determine scarcity
6. Discuss the basics
7. Play the game
8. Conclude the session
9. Think forward

SPEAKER MOVES

Reveal an impending threat.
Reveal an off-screen threat.
Separate them.
Make them make a move.
Turn their move back on them.
Inflict harm or stress, as established.
Put someone in danger.
Take away an advantage.
Make them get stuff.
Use their tags.
Give them a difficult decision to make.
Offer them options, with or without consequences.
Tell them the possible consequences and ask questions.
Use a Crisis or threat move.
Ask them "what do you do?"

SUCCESS, MIXED SUCCESS & MISS

Success: the achieve their goal
Mixed Success: give them a hard choice, a worse outcome, or a price to pay
Miss: everything goes horribly wrong (use your Speaker moves)

MOVES

Spacers can use their basic moves or unique moves.
You can ask them to roll either when appropriate.
You can also have them roll + a stat, if no move fits.

SCARCITY

Ask a volunteer to roll 1d6:

1. **Head = Oxygen:** air filters, EVA cannisters
2. **Hand = Medical Supplies:** bandages, antibiotics
3. **Heart = Food:** ration packs, fresh vegetables
4. **Group = Water:** water filters, recycler machines
5. **Tech = Fuel/Energy:** fuel cannisters, solar panels
6. **The group chooses one of the above.**

MAP

The map is made in three steps:

1. List the space included in the current spacer's playbooks. If someone starts as a variant, only use that one if it's listed.
2. After everyone's spaces have been listed, let each player pick an addition space to add.
3. Last, the Speaker can pick additional spaces to add to the map (no limit).

RUNNING THE GAME

Use an opening scene to set the stage.
Engage with your players.
Let nothing important be easy.
Show your spacers the way (but don't tell them how).
Remember the spacer's moves and make them use them.
Remember your principles and use your moves.
Remember the countdown(s).
Don't be afraid to inflict consequences and use your holds.
Adjust the pacing as needed.
Move the spotlight as needed.
Expect the unexpected from your players.
Keep notes.
Give the spacers closure at the end of a Crisis.

REFLECTION & CRISIS EXPERIENCE

Reflection questions:

Did anyone's connection with another spacer change?
What was the most tense moment of the game?
What was the best moment?
What would anyone change, if anything?
What is everyone looking forward to next?

Award 2 experience points and 2 Gear Points at the end of a Crisis.