

Interstellar Patrol

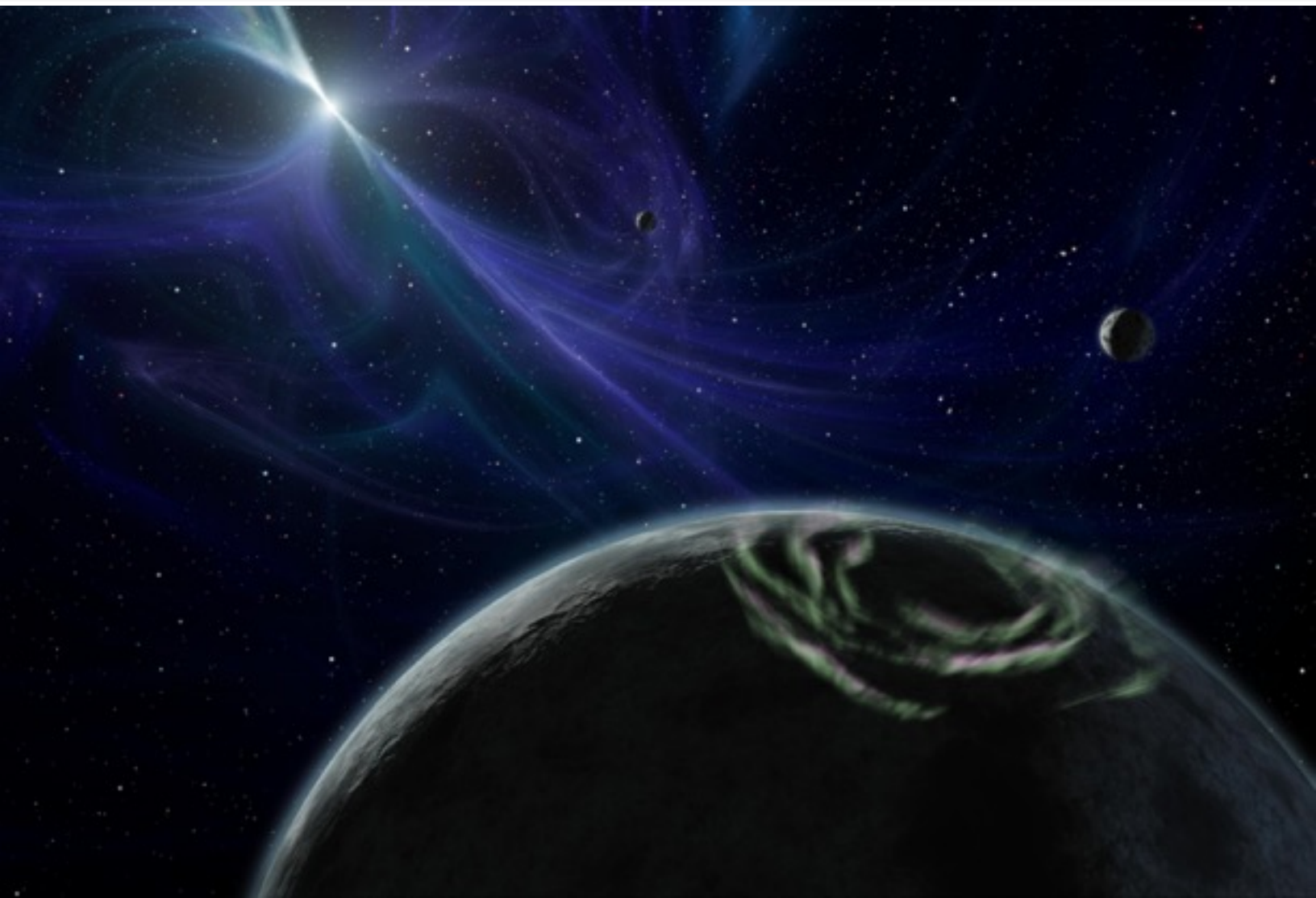
*A science fiction campaign frame for **Fate Accelerated Edition** by Paul Stefko*

Introduction

The intrepid officers of the Interstellar Patrol explore new worlds, make first contact with friendly species, and face down criminals and aggressive neighbors alike. Their state-of-the-art ships are bright and clean. Their form-fitting uniforms come in designer colors.

Inspired by optimistic space fiction such as the original *Star Trek*, *Interstellar Patrol* is a sci-fi campaign frame for *Fate Accelerated Edition*. Your characters are the crew of a starship charged with protecting the Coalition of Worlds and expanding the bounds of its knowledge. In addition to example aspects and stunts for your characters, *Interstellar Patrol* also includes rules for using spacecraft in your FAE game and guidelines randomly generating alien worlds and adventures to have on them.

Go forth, explorers, and be bold!



Characters

Characters in *Interstellar Patrol* follow the normal character creation process in *F&E*. When choosing your aspects, your High Concept should reflect your position on the ship. Some common positions and their most likely approaches are:

- ❖ **Commander.** The Commander is usually Clever and Flashy, but not very Sneaky or Careful.
- ❖ **Engineer.** The Engineer is usually Quick and Clever, but not Flashy or Forceful.
- ❖ **Scientist.** The Scientist is usually Careful and Clever, but not Forceful or Sneaky.
- ❖ **Doctor.** The Doctor is usually Careful and Forceful, but not Quick or Clever or Flashy or Sneaky.
- ❖ **Security.** The Security officer is usually Forceful and Quick, but not Flashy or Careful.

Your High Concept should include some trait that sets you apart from other officers in your same position. So, you could be a **Two-Fisted Commander**, an **Old Country Doctor**, or a **Miracle-Working Engineer**.

Remember that your aspects can also establish facts about the setting. We don't provide any examples of alien species in these rules, but you can be an alien if you want. Work your species into one of your aspects; your alien nature can help you or hurt you like any other aspect.

In addition to your own personal stunts, you can also choose stunts that reflect the equipment you use in your assigned position. Some examples include:

- ❖ Because I man the **tactical console**, I get +2 when I Forcefully attack using shipboard weaponry.
- ❖ Because the **medical bay** is my domain, I get +2 when I Carefully overcome an obstacle to treat injury or disease.
- ❖ Because I have my own **science lab**, I get +2 when I Cleverly create an advantage by studying the unknown phenomenon of the week.
- ❖ Because I know every inch of the **engine room** like the back of my hand, once per session I can "give all she's got" and automatically succeed with style on one action using the ship's systems.
- ❖ Because I sit in the **big chair**, I get +2 when I Flashily defend against bluffs, feints, or misdirection in a ship conflict.

Alien Worlds

Many of the Interstellar Patrol's missions involve traveling to unexplored worlds and investigating them. In the process, they inevitably uncover some anomaly, a misunderstood alien, or other mystery.

If you find yourself short of ideas for an upcoming session, you can use the tables on the next page to roll up a random world and a planet-based plot to encounter there. It is possible to come up with some odd combinations; be prepared to roll with it or roll again.

Roll four dice for each table. Count across one column for each **+** you roll and down one row for each **-** you roll.

World Types

Terms in bold can be used as situation aspects while exploring the planet.

- ❖ *Rock World.* This world is mainly just a bare surface **Strewn with Large Rocks** that totally weren't carved out of foam. Surprisingly, the planet generally has a breathable atmosphere.
- ❖ *Ice World.* The average surface temperature of this world is well below freezing. While this world may or may not have an atmosphere, it is probably not breathable. Crew must wear **Environment Suits**. An ice world looks much like a rock world, only everything is painted white.
- ❖ *Hell World.* This world has more variety than either the Rock World or the Ice World, but it is clearly not livable. The rocks are lit by lava flows or rocked by electrical storms. Crew may or may not need **Environment Suits**.
- ❖ *Earth-type World.* It looks like sunny southern California, complete with "futuristic" buildings in the style of a university or industrial plant. Alternately, it is a wilderness area that looks like the Mojave or the woods of the Pacific Northwest.



- ❖ *Artificial World.* The "world" is actually a **Technological Construct**. Perhaps it is a space station, a large ship, or a Dyson sphere. It may resemble any of the other world types, but there will be something obviously unnatural about it.

Plot Seeds

Terms in bold can be used as situation aspects while resolving the plot.

- ❖ **Enemy Action.** An aggressive species has designs on the world or seeks vengeance on the crew for a previous adventure.
- ❖ **Failure to Communicate.** The Crew encounters a creature or intelligent species, but they cannot communicate.
- ❖ **Malfunction.** A system or piece of technology breaks down, causing trouble.
- ❖ **Strange Phenomenon.** A bizarre physical anomaly is present on the planet that endangers the locals or the Crew.
- ❖ **Taboo.** The Crew runs afoul of some law or custom that gets them into trouble.
- ❖ **Temporal Anomaly.** Great. Time travel. Again. Time travel. Great.

Random World Type

	☐	+	++	+++	++++
☐	Ice World	Hell World	Earth-type World	Earth-type World	Ice World
☐☐	Hell World	Earth-type World	Earth-type World	Rock World	
☐☐☐	Earth-type World	Earth-type World	Artificial World		
☐☐☐☐	Earth-type World	Rock World			
☐☐☐☐☐	Ice World				

Random Plot Seed

	☐	+	++	+++	++++
☐	Temporal Anomaly	Strange Phenomenon	Taboo	Malfunction	Temporal Anomaly
☐☐	Strange Phenomenon	Enemy Action	Enemy Action	Strange Phenomenon	
☐☐☐	Taboo	Enemy Action	Taboo		
☐☐☐☐	Malfunction	Strange Phenomenon			
☐☐☐☐☐	Temporal Anomaly				



Spacecraft

Spacecraft are defined by a number of systems. Each system is represented by an aspect and a set of three conditions. Some craft may have additional features also represented by aspects.

Propulsion: Every spacecraft needs a means of moving through space. When propulsion is disabled, the ship can no longer maneuver.

Tactical: This system includes both weaponry and defensive countermeasures such as jammers and flak. Its aspect can potentially apply to both Attack and Defend actions.

Sensors: With both active and passive sensors, this system covers both observation of the space around the ship as well as communication.

Amenities: This system covers most other necessary functions of the ship, especially life support.

As aspects, each system can be invoked or compelled by the players or the GM.

Conflict

Space combat uses the same rules as normal conflicts. Characters make Attack and Defend actions, Create Advantages, and Overcome obstacles using spacecraft as tools to allow their normal approaches to have effects at ship scales.

The same character can operate multiple systems. For example, the pilot of a one-person fighter can both maneuver and fire weapons. However, multiple characters cannot operate the same system to make the same action in one turn. Two characters cannot attack with the tactical systems in the same turn, but one could attack and another could defend. A system's aspect can be invoked by anyone making an action with that system.

Damage & Conditions

A spacecraft has no stress boxes. Instead, there are two ways to mitigate harm from attacks.

First, any character aboard can take consequences (but not stress) on the ship's behalf. This represents the crew getting caught in showers of sparks as panels overload, exhausting themselves trying to keep systems working, or otherwise giving their all to operate the ship.

Secondly, each system possesses three conditions: **DISRUPTED**, **DAMAGED**, and **DISABLED**. Conditions work similarly to consequences. They can be checked to reduce an attack's shifts, and while checked, they become aspects on the spacecraft.

You can check multiple conditions to reduce a single attack, but conditions on a system must be checked in order. You cannot check a **DAMAGED** condition without also having checked the corresponding **DISRUPTED**, for example.

DISRUPTED conditions represent burnt circuits, brownouts, and minor glitches. Checking a **DISRUPTED** condition reduces an attack by 1 shift. After combat, you can uncheck any **DISRUPTED** boxes as long as the crew can switch out circuits and do simple diagnostics.

A **DAMAGED** condition means that a system is barely functioning. Major components have failed. Checking a **DAMAGED** condition reduces an attack by 2 shifts. Repairing a **DAMAGED** condition requires time and spare parts, but doesn't need any roll.

If a system is **DISABLED**, it cannot be used. Too many parts have failed. Checking a **DISABLED** condition reduces an attack by 4 shifts; when you do this, check both boxes. Repairing a **DISABLED** system requires a time and spare parts. After making initial repairs, uncheck one box. After a full session, uncheck the second box, assuming you complete the repairs in that time.



Spacecraft Record Sheet

Name: _____

Systems

Propulsion: _____

Disrupted Damaged Disabled

Tactical: _____

Disrupted Damaged Disabled

Sensors: _____

Disrupted Damaged Disabled

Amenities: _____

Disrupted Damaged Disabled

Other Features & Notes

Legalese



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