

GALAXY GOONS

A SPACE
FANTASY
ADVENTURE
HACK OF
TUNNEL
GOONS

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A PRIMER

WHO ARE YOU?

A down-on-your-luck **goon** looking for fame and fortune. There are many travelers and hitchhikers that ventures the different realms and beyond, and you are one of them.

The following qualities are always true about goons.

- * You are **motivated**. You take on odd jobs and bizarre adventures, to have a chance to turn your life around.
- * You are **mundane**. You are not trained to handle dangerous situations beyond the abilities and benefits from your aspects.
- * You are **mortal**. You can die at any moment, and that what keeps you alert. Or paranoid.

WHERE ARE YOU?

A growing **galaxy** at the height of diversity, discovery, and instability. Gods and corporations haggling for dominion, gateways and portals connecting allies and foes. No one wants a war, but peace is not a priority.

The following principles are always true about the galaxy.

- * The galaxy is **busy**. Almost everyone has their own agenda, and there is always something affected by every growth or downfall.
- * The galaxy is **bountiful**. There are untapped energies, under-the-radar locations, underdeveloped resources. And everyone wants a piece of it.
- * The galaxy is **bizarre**. Different levels of civilizations, sorcery, and technology learning about each other. With powers mixing and mingling, there are always discoveries and dangers to look out for.

GOON CREATION

1. Choose or roll 3 **aspects**. These are your core concepts that tells who you are, who your connections are, and what your abilities are. They are intentionally loosely worded, as you can discuss them with your GM to build your character concept.

You cannot have the same aspect twice. If you did not get a species aspect, you get *Unremarkable Humanoid* aspect.

	1. Species	2. Profession	3. Patron
1	Crystaloid	Hunter	AI Overlord
2	Frogfolk	Lawyer	Celestial God
3	Fungoid	Medic	Eldritch Vestige
4	Giantfolk	Outlaw	Infernal Dealer
5	Mantiskind	Pilot	Galactic Warlord
6	Squidfolk	Technician	Mega Corporation

	4. Augmentation	5. Gift	6. Mutation
1	Cybernetic Limb	Arcane Sight	Large Bat Wings
2	Pain Reducer	Energy Blast	Looming Horns
3	Removable Eye	Feral Form	Sharp Claws
4	Subdermal Tablet	Shadow Meld	Stalk-eyed
5	Vision Enhancer	Soul Whisperer	Tentacle Limbs
6	Voice Modulator	Telekinesis	Tough Fur Hide

Species – could mean appearance, culture, or heritage.

Profession – determines skill, savviness, and connections.

Patron – a source of assets, have their own agenda, demand tribute, wrathful if crossed.

Augmentation – cybernetic enhancements or modifications. Concealable but prone to malfunction.

Mutation – unnatural body parts. Reliable but attracts attention.

Gift – supernatural abilities. Needs concentration to be used.

2. Choose or roll 3 starting **items**. These are your notable equipment at the start of the game. These are all adjusted to your form based from your character aspects.

Goons also start with a set of travel clothes, travel ID, 3-day provisions, a satchel, and a battery-powered flashlight.

	1. Armaments	2. Attires/Suits	3. Consumables
1	Bronze Spear	Business formal	Acid Flask (3)
2	Chainsaw-Sword	Full Plate	Cans of Grease (3)
3	Crossbow with bolts (10)	Hazmat Suit	Sleeping Pills (3)
4	Dagger (3)	Military Suit	Small Explosives (3)
5	Huge Maul	Trendy/Vintage Attire	Smoke Grenades (3)
6	Revolver with Bullets (6)	Space Suit	Zero-Oxygen Flares (3)
	4. Excavation	5. Exploration	6. Rechargeable
1	Blowtorch	Bag of 1000 Marbles	Bio-scanner
2	Collapsible Pole (10ft)	Binoculars	Electric Cutter
3	Crowbar	Cable Rope (50ft)	Energy Pistols
4	Oxygen Tank	Camping Gear	Holographic Pet
5	Scalpel	Grappling Hook Gun	Laser Rifle
6	Shovel	Steel Mirror	Electro-Magnetic Boots

Armaments – combat items. Can cause and attract hostility

Attire/Suits – provides a change of look and protection

Consumables – what it says on the tin

Excavation – tools for breaking or overcoming obstacles

Exploration – tools for expeditions and investigations

Rechargeable – powerful tools but needs to be recharged after extended use

3. You get 10 points of Disposition. It is an abstraction of your physical and mental capacity to avoid or endure physical, supernatural, or otherworldly danger.

4. You have an Inventory Score of 8. It is the number of notable items you can carry comfortably. Some starting aspects or items may increase this. Negotiate with your GM.

5. Give your Goon a Name and Pronoun. Introduce them to the table.

GUIDE FOR GREEDY GOONS ON THE GRIND

BE CURIOUS

BE CAUTIOUS

FIGHT SMART

TALK SHARP

WIN TOGETHER

DIE ALONE

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RULES EXPLANATION

Game Structure: A GM controls and describes the galaxy to players who then describe how their characters act in the galaxy.

Action Roll: When an action's success is uncertain, a player rolls 2d6 and adds 1 point for each relevant aspect and 1 point for each relevant item. If the total is equal or greater than the action's Difficulty Score (DS), action is successful.

Difficulty Scores Guidelines: Easy: 8 – Moderate: 10 – Hard: 12

Dangerous Actions: If an action has a risk of danger, the difference between the roll and Difficulty Score is the amount of damage the endangered participant takes. Goons taking damage reduce that amount to their Disposition. GM characters taking damage reduces that amount in their DS.

Example: As an action, a Goon skirmishes an enemy with a DS of 10. The player rolls 2d6 and adds 1 from their Hunter aspect, 1 from their chainsaw-sword, and 1 from their military suit. The total is 12. The difference between 12 and 10 is 2, so the enemy takes 2 damage. The enemy's DS is now 8. If the player's total roll was 8 then the Goon would have lost 2 Disposition.

Encumbrance: For each item that exceeds your Inventory Score subtract 1 point from any action rolls. You cannot carry beyond two times your Inventory score.

Death: When a Goon's Disposition Points reach zero, they are physically or psychologically dead. Negotiate with the table how you fall into your demise.

Advancement: At the end of each session, raise either Disposition or Inventory Score by 1. And the end of each mission or adventure, gain a new aspect related to your success or struggle.

Recovery: Spending a good night in a safe spot lets you regain half of your missing Disposition Points, rounded down. Spending a good night in a safe spot with good company regains all your missing Disposition Points.