

# INTERSTELLAR ERRANDS

A DM-less Space Opera RPG for 1-5 players

by Josh Giesbrecht

Your tiny alien mentor is sending you on a mission! Go forth and adventure ... in space!

## Character Creation

Select one thing your character is really good at.

eg: space piloting, shooting blasters, conjuring mystical space energy

Select a special resource your character has.

eg : a laser sword, royal lineage, a sonic multitool

Create some details about your mentor and why they're important to you.

## Mission

Your mission is to find a thing your mentor needs for your training. It's some kind of sci-fi ...

1: rare food item

2: mechanical part

3: weapon component

4: mystical artifact

5: data storage device

6: unusual creature

You'll find it on a planet covered with...

1: forest

2: ice and snow

3: towering cities

4: barren deserts

5: oceanic civilizations

6: ancient ruins & volcanoes

Roll d6 for each and create as many specific details as you have time for.



## Obstacle

Roll 1d6. You have to overcome...

1: Galactic Empire soldiers

2: a bizarre monster

3: your own self-doubt

4: a cunning bounty hunter

5: robotic guards

6: a dangerous past

## Adventure

Sit down with a meal or a snack. Take out a d20 and set it to 1. You need to progress to 20 to complete the adventure. Take turns doing the following: roll 1d6 to determine an outcome, then describe how events played out leading to that outcome.

1: You make a catastrophic mistake! Subtract 2.*	2: You make small progress vs your obstacle. Add 1.	3: Another obstacle is introduced! Roll on the Obstacle table; subtract 1.*	4: You advance with the help of an ally or teammate! Add 3.	5: You use your unique skill in a brilliant way! Add 4.	6: You use your unique resource in a brilliant way! Add 5.
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When you reach 20 or higher, describe your victory! (Don't forget to bring the item back to your mentor!)

\* Progress can never go below 1. If you get too many of these in a row, re-roll.