

Dark Stars

Somewhere in the galaxy... the stars are *always* right!

Sacrifice as a Core Mechanic

If you don't already have a favorite system, here's how you can run an entire game with *just* the Sacrifices mechanic. For each player-character, write down one thing they're really good at and 2-3 things they're pretty good at. Their specialty gets 2 bonus dice (see below) and their other skills get 1 bonus die. (You can use any size dice, just as long as they're all the same. I'll assume you're using six-siders.)

Whenever you encounter a situation where the outcome is 1) uncertain and 2) dramatically important, let the player in question roll a die, plus the bonus dice for their most relevant trait (ie. 1-2 bonus dice). The value of the lowest die is the number of Sacrifices they'll need to make if they want to succeed. Simple, huh?

When it comes to the creatures, don't bother with traits or dice. They can do anything that's appropriate in the context of your game. Not only does this make things easier for you, it also makes your monsters *a lot* scarier! The rules only come into play when a player-character has a chance to resist something one of your creatures is doing (ie. by defending themselves, running away, hiding, etc). You should give the player in question from 1-5 penalty dice to roll with their regular dice,

depending on how powerful the creature is and how much the situation is stacked against them.

The player then rolls their default die, plus any bonus dice, plus the penalty dice. Next, they start removing the lowest rolls until they've removed one for each penalty die. The number of Sacrifices they need to make is equal to the lowest remaining die, or they can choose to fail, just like normal. (For example, say I normally get to roll three dice, but you hand me two penalty dice. Now, I roll a total of five dice and end up with 1,1,3,5, & 6. I have to toss out the two lowest rolls, which makes the 3 my new lowest result. If I want to succeed in my action, I'll have to make three Sacrifices.)

Don't worry about things like armor, weapon damage, or initiative. You don't need them and, in horror movies, they rarely make much of a difference! However, if you think your players have a good plan (maybe they've figured out a creature's weakness or have access to advanced weaponry), feel free to give them an extra bonus die on related rolls. That's really all the rules you need.

Alien Threats

These are the typical space monsters of horror and science fiction. These four cover everything from body snatchers to alien abductors. They could be your primary antagonist, as in more traditional games, or the servants of more powerful entities.