

# MC Guide/Aid for Star World v1.0

## Agendas

- Challenge humanity's role in the galaxy
- Make the players' characters' lives not boring.
- Play to find out what happens.

## Principles

- Fill the galaxy with danger, mystery, and wonder
- Address yourself to the characters, not the players.
- Make your move, but misdirect.
- Make your move, but never speak its name.
- Make the players lead with the fiction.
- Ask provocative questions and build on the answers.
- Be a fan of the players' characters.
- Sometimes, declaim decision making
- Make the galaxy seem real.
- Create interesting dilemmas, not interesting plots.
- Name everyone, especially the aliens.
- Give everyone human motivations, especially the aliens
- Use the NPCs as mirrors to reflect the characters' flaws and virtues
- Think offscreen, too.
- Respond with challenging circumstances and occasional rewards.

## MC Moves

- Separate them.
- Put them together.
- Put someone in a high-stakes situation.
- Trade harm for harm (as established).
- Deal harm (as established).
- Announce off-screen challenges.
- Announce future challenges.
- Take away one of their techs, normal or advanced.
- Activate a negative tech tag.
- Give them a difficult decision to make.
- Tell them the possible consequences and ask.
- Turn their move back on them.
- Make an Alert move, Yellow or Red.
- Reveal an unpleasant truth
- Introduce a new alien species

## **Names**

### **Alien Species (with human nicknames):**

Kre'Linay (Krill), Shinar, Buzzarn (Vultures), Ga'rinat, Uqore, Elithunum, Wo'kurak, Untuluntre

### **Alien Characteristics:**

The \_\_\_\_\_ are more aggressive than us.

The \_\_\_\_\_ are more logical than us.

The \_\_\_\_\_ are more honorable than us.

The \_\_\_\_\_ are more cunning than us.

The \_\_\_\_\_ are more intelligent than us.

The \_\_\_\_\_ are more knowledgeable than us.

The \_\_\_\_\_ are more political than us.

The \_\_\_\_\_ are more ancient than us.

The \_\_\_\_\_ are more ambitious than us.

The \_\_\_\_\_ are more wealthy than us.

The \_\_\_\_\_ are more influential than us.

### **Alien Names:**

Ra'nisash, Mikaelin, Myrell, Ukotho, Uthoda, Ashowa, Ixike, Ubolha, Ethutu, Irojo, Uzughi, Udaca, Ezhewo, Agoqi, Evika, Uzheho, Usushe, Oyavi, Equhli, Oshozu, Epigi, Oqoxu, Athiyu, Ocaje, Ozuzho, Eshopha, Adocha, Opumo, Ighiku, Owode, Azoze, Esaso, Iquyi, Etuzhu, Ihoni, Uchizu, Uthaxa, Apota, Ufema, Elhiho, Ebuzo, Ewizu, Ochaye, Ofoso, Atevu, Akalu, Aseci, Ugheju, Iyanu, Semof, Tochix, Phehel, Ushetho, Kiwuz, Dishay, Fegelh, Howec, Kahut, Jevoj, Mohon, Sayaz, Yoxozh, Zhazox, Polhuw, Pucic, Thugis, Gheshos, Sokuy, Teyil, Duthoj, Suihy, Ububa

### **Planets:**

Faupal, Kaezhuph, Roayos, Thoathic, Xeisich, Xaasheh, Phoagix, Wuihizh, Noeweh, Yiaxuth, Reetiy, Shaeshay, Dauhalh, Laejip, Muuyor, Yuashem, Veegun, Luepagh, Pui ren, Diazub, Ghuavoh, Qiathic, Cuaghot, Roonuth, Lhaawiy, Ghoep on, Coughag, Neithoz, Mauphulh, Cuopac, Soerow, Phuawep, Buofesh, Yiikun, Qaekuv, Foelhim, Roikij, Teahath, Veeghew, Xauthug, Shiakugh, Shaumich, Wiodiq, Shuotux, Taocec, Waokut, Yioholh, Chouguz, Lhaelus, Phuezas, Feuyeg, Laepub, Laemul, Weawush, Tooket, Kuazhap, Haitey, Xeiwach, Lhoulhav, Viatum, Niataj, Ceosub, Paonaf, Yiuwoch, Booluc, Muazed, Xailhuch, Wuoshar Baecith, Jaomeg, Jiulom, Leuhac, Fuejon, Zochuth, Weanek, Roezhuw, Tiosuv, Xaulhoj, Ghuejin, Pheizak, Asoghush, Idocosh, Opepit, Akephoch, Efaxuj, Utejek, Ughesey, Ezovub, Ichotof, Othechach, Ahibaj, Izhodaq, Iqeshij, Alofun, Ecidil, Ithuchelh, Isuboh, Aghisheh, Urazhet, Igaxet, Ozishih, Ithushoch, Avuth, Isasub, Ehuceth, Enavut, Olizhesh, Onelelh, Ekexes, Aletev, Uzaquch, Ulhucaw, Okiphoz, Aqahoth, Ogushut, Izhuraq, Ashecov, Ibushok, Ikuqilh, Ezhighaq