

SPACE TALENTS

a noobish guide

A NOOBISH WANNABE PEN AND PAPER ROLEPLAYING GAME

space talents is a pen and paper roleplaying game, for total noobs. its rules base on the pen and paper roleplay "how to be a hero" - the most basic ruleset out there in the internet. it's even simpler, because of the limited skilltree.

however, it's not especially simple for the gamemaster (here to be called *spacemaster*), because there are not a lot rules included.

even a corfue won't people prevent from running away in annoyance from this game!

so expect nothing and you will get a reward!

now grab a printer and some D-10 and D-100 dices, try to gather some noobs around you and **play this game!**

or check the original: <https://howtobeahero.de/>

SETTING

the future: the earth is fucked up. seriously.

nostradamus was right in thinking: *in the future, life will be ten times harder. so you could as well stay in all day and watch tv.*

eventually people stopped being nice. the serious side of live has finally taken control. earth government banned fun, parties, music. even the tv program isn't any fun at all.

for musicians, artists, comedians and all kind of jugglers, it's a tough time. being very bad in serious behavior, most funny people left the earth already - and the situation became even more awkward.

the highest fun-entity out there in space, the *intergalactic humour association*, IHA, declared the state of emergency for the earth: after failing to fight the serious side of live on earth with the most funny comedian-taskforce throughout the universe, the so called *sketchforce one*, they retreated - the earth was given up to it's destiny, and became the most unfunny place in the cosmos.

for a bunch of cashless artists, it's going to be the last chance to leave.

skilled or not, they decided to form the worlds most awesome band/group (which isn't a big deal, to be honest) and flee this serious hellhole called earth.

piling up all their change, it's just enough to rent the shittiest space van one can imagine, down at *automatrons second hand cars* - well known, for the stoppiest vehicles within the solar system.

none of them ever travelled outer space, so they started right into the adventure - with almost nothing but a flyer of the "andromedas greatest talents"-show, taking place upon betelgeuze, about 700 lightyears away, in just a few weeks.

so ...

what can possibly go wrong?





your **STORY**

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your **LOOK**

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ACTION !



KNOW-HOW !



LOVE !

REACTION ○○○○○
reflexes, agility, instant dodge - be fast!

ENDURANCE ○○○○○
resist punches, enjoy drugs in big quantity - stand it!

COORDINATION ○○○○○
use eye and hand, catch, shoot, juggle - use guns!

P O W E R ○○○○○
powerful muscles, healthy organs - physical strength!

AWARENESS ○○○○○
taste, see, hear, smell - feel it!

L O G I C ○○○○○
deduce, analyze, puzzle - have a clue!

ENCYCLOPEDIA ○○○○○
mind the facts, come up with trivia - know stuff!

INTERFACING ○○○○○
compute, interact with robots, repair - handle machines!

LANGUAGE ○○○○○
speak without accent, translate, read, write - have a word!

CALCULUS ○○○○○
know nature laws, count, do mathematics - be precise!

AUTHORITY ○○○○○
dominate, control - make them respect you!

ELECTROCHEMISTRY ○○○○○
handle drugs and sexual dynamics - avail your body!

D R A M A ○○○○○
lie and detect lies, elaborate stories - act dramatically!

A P P E A L ○○○○○
implant ideas, charm and don't get charmed - stimulate 'em!

H U M O U R ○○○○○
amuse, joke, know the punchline - be fun!

your **TALENT !**



rule doing this - be the best at it!

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