

CGG - Tension Mode Example

[Centaurus Gate](#) is a scifi themed RPG based on a rebuild of WEG's Star Wars D6 game and inspired heavily by Farscape. This is an example of the game play that takes place when the Exec switches the game into Tension Mode.

Tension Mode In A Nutshell

For reference, the nuts and bolts of the rules for Tension Mode are in the Basic Rules, [Here](#).

Tension Mode is a mode of play that is triggered by either the Exec or the players. It is a simple switch on and off deal, you are in Tension Mode or Storytelling at one time, never both. Tension Mode revolved around the concept of Tension, giving it a number value. The source of tension for these periods of play is the desire of the players to avoid a Pitfall for one or more of their explorers. Here are some examples of pitfalls your explorers might meet in the expanse:

- A parasite invades the Executive Officer of the ship, and will leave him paralyzed if left unchecked!
- The ship strikes a subspace strand leaving the power out, the engines down, and life support failing! The crew will perish if left unchecked.
- Talks with an alien ambassador have gone south, and his nation and allies may declare war on the ETF if left unchecked!
- Due to worry and poor crew morale, a low-ranking officer is planning a mutiny. She will take over the ship if left unchecked!

You get the idea. The Pitfall is always something dramatic that makes one or more players go: *Hell no, let's not!* This is the source of the tension, trying to avoid the Pitfall itself. The only important thing at the start of Tension Mode is identifying the Pitfall (or Pitfalls if there are multiple) and making sure all players are clear on what that will mean in the fiction.

Example Background / Setup

The Example

Conclusions and Notes

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