

# Black of Space, GM's Toolbox

This is a handbook of suggestions for situations and rolls, sort of a playbook for the GM. It is a supplement for [These Are The Voyages](#), a [LUPOS](#) game.

## Situation Keywords

Situations have zero to three keywords (and rarely more). Here is each keyword, and what it means in the game.

- **Dangerous:** All situations have the risk of consequence, but a dangerous situation takes that up a notch. In a dangerous situation the character's are directly at risk from injury, anguish, or despair. A dangerous situation means that: any failure to earn outcome on a roll to deal with the situation earns a threat roll in response from the GM.
- **Harrowing:** When a situation is harrowing, the matter is dire. Harrowing means that at the end of player's action in a round, they suffer one despair. This loss of confidence may not be diverted or absorbed. Also, at the end of any round: Add one advantage to the pool if there is less than three in the pool.
- **Dramatic:** In these situations, drama between two player characters is key. Unlike a GM standard situation which has a resolution track, there is a five square tug of war between two characters.

## Situation Rolls

Here are some tips and tricks for handling rolling in the game, mostly inside situations.

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