



# SCIENCE FICTION MINI ADVENTURE CARDS

## About the deck...

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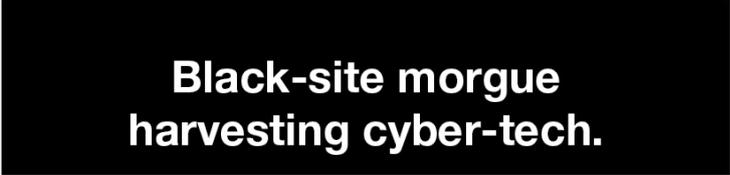
## HOW TO USE THIS DECK

*First: Thank you for purchasing this card deck!*

This deck consist of 50 cards. On ten of these cards you have logotypes – on both the front side and the backside. On the other 40 cards there are random names, traits and weapon icons on one side – and 40 mini adventure seeds on the other.

The adventures are the core of this deck. They are written in the same way – much like a movie – with a setup, a deeper story, a turning point, an all looks lost point and an end and reward.

At the top of each adventure card is a black border with white text. The first line tells you what the story revolves around, and the second line what the conflict is.



**Black-site morgue  
harvesting cyber-tech.**

When using the adventure cards, you can either just pick one randomly and improvise your way through it together with your game group. Using the adventures randomly is easiest by flipping through the black-border headlines.

But you can also use the cards as a base and flesh out the story yourself, before play.

Doing so creates a bigger and better adventure, and you can more properly write up the story to the rules you intend to use. When doing so, I suggest creating any NPC:s using the backsides of the cards, picking names, traits, possibly employee company and weapon (see below).

Some of the adventures are possible to use together – for instance the “Antique ruins reveals world secrets.” and “Chase in antique ruins.” are possible to combine after a few minor changes. There are other examples of this as well, for instance the extra terrestrial adventures as well as the serial killer stories, and a few others.

When combining adventures, and writing them up deeper – instead of improvising around them – I suggest working with these stories as a campaign.

Whatever method you intend to use, here is a line-up on each card’s lay-out:

- Call to Action
- Deeper Story
- Turning Point
- All Looks Lost
- End
- Reward

## Call to Action

This is how the adventure starts. Usually, this is the easiest and quickest way to get your players into the story – but feel free to build upon, or change this point entirely. Sometimes the start of the adventure doesn't work with your particular campaign – and sometimes there will be a much more appropriate segway into the storyline than shown here. As always – this is all up to the GM!

## Deeper Story

This is the base of the adventure. Combined with the Turning Point, these two points are the most crucial and the ground on which the story is built upon. If you do not enjoy this particular Deeper Story, you might be better off picking another card, than trying to tweak it – but again, all up to GM, of course.

## Turning Point

As in all good movies, this is the turning point where most of what we've already learned is turned up-side-down – or some significantly new information that changes the cause of action, is presented. The Turning Point may prove to be the most important – and most fun – part of the adventure, so make sure that you plan (at least a bit) ahead to make this an important part of your game.

## All Looks Lost

Sometimes you won't have time to run through a full-fledged adventure, and if that's the case, I suggest that this point is where you start cutting. The All Looks Lost point is a great place to calm down the story before the end-battle – and doing it right, with enough time, this place in the story can be very effective and suspenseful – especially if both the Turning Point and the End are action-packed.

## End

This is usually an action sequence – but can also be calmer. It wraps up the story and shows the adventurers successful in the game – in one way or the other.

## Reward

Sometimes (not always) there's a reward involved. Feel free to flesh this out and make it bigger – or perhaps remove it completely. As a GM, try to tweak this reward to fit your story and campaign, so the players feel satisfied with their actions, but doesn't gain too much power so it makes your future planned stories impossible to play.

### Black-site morgue building bio-network.

#### CALL TO ACTION

Friend of PC:s asks for help to investigate MegaCorp that friend's dead wife worked at.

#### DEEPER STORY

PC:s find that friend's wife was killed. Body was brought to MegaCorp's own morgue.

#### TURNING POINT

Morgue is secret; locked down. PC:s break in; find bio-network built from human brains.

#### ALL LOOKS LOST

The wife's killers now on PC:s trail. PC:s hunted; almost killed.

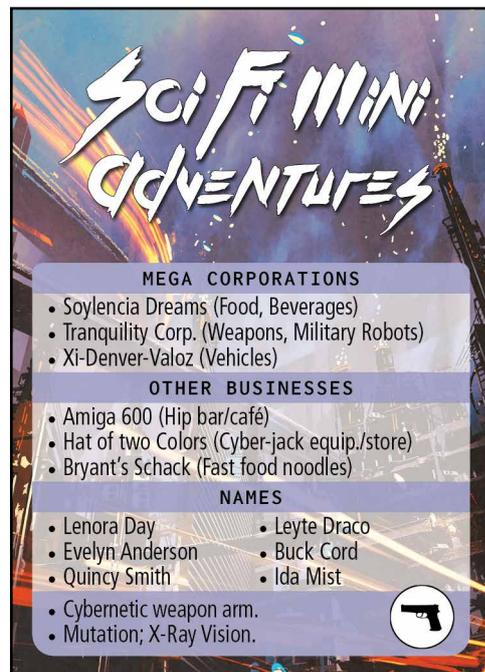
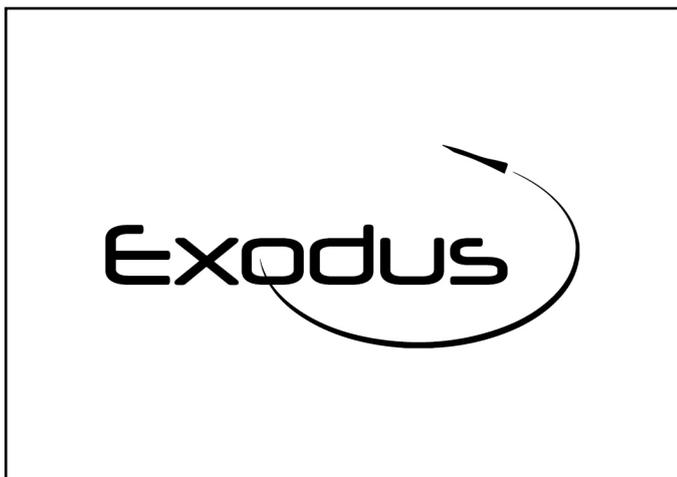
#### END

PC:s evade assassins and kills them. Reports to authorities. Morgue and network destroyed.

#### REWARD

Cyberspace network tech.

The logotypes are intended to be used during play. There are 20 generic Mega Corporation logotypes which you can show to your players to add some flavor to the game.



The names on the other side of the adventure cards are random names of characters and mega-corporations and smaller businesses.

Below these random names are two traits, or accessories. These can be used to further build NPC:s that you improvise during the game. Some are more straightforward than others.



The small weapon icon is used to randomly attach a specific type of weapon to that NPC.

This icon is supposed to be read like this:

- Knife: all hand held weapons, as knives, swords, knuckles, nunchacks etc.
- Pistol: all handguns and smaller firearms.
- Sub machine gun: larger guns, as rifles, assault rifles etc.
- Hand grenade: all throwing weapons AND bombs, also weapons like RPG:s etc.
- Laser: all energy weapons.

In game, if you improvise a character, follow this table:

1. Draw an adventure card.
2. Flip it over and pick a name.
3. Pick one of the traits. Try to flesh it out a bit, if needed.
4. Settle on a specific weapon that the NPC carries. See above.
5. If you need to, you can also have the NPC work at one of the random businesses.

Now you have a character that comes to life, with a proper name and some added flavor. For the players this character won't come out as improvised, and that deepens the game and makes it much more interesting.

You might come up with other ideas and ways to use the deck - and that's of course fine. As a GM you have a lot of choices, and should use your own imagination to create the best game for your players.

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