ADJUDICATION ⚖ SPACE

GENERAL BRIEF

Welcome to *Adjudication Space*! *Adjudication Space* is a campaign for the sci-fi tabletop role-playing game (TTRPG) *Airlock*, by Chad Walker. *Airlock* is a free hack of Chad's new commercial game SIGMATA: This Signal Kills Fascists.

WHO ARE WE?

In *Adjudication Space*, each player controls a player character, or PC. The PCs are all called Adjudicators. The Adjudicators are judges that travel between planets to make decisions whenever people break the law and cannot figure out what to do on their own.

Adjudicators usually travel in group of 3 or 5 to void ties when they decide cases. They are like an interplanetary circuit court. Each Adjudicator in a group comes from a different planet and school of thought about the law. They travel together to preserve diversity of thought and to keep from ruling the same way again and again.

WHERE ARE WE?

The Adjudicators work in a star system called Cantor. Cantor has six terrestrial, or rocky, planets, a single gas giant, and an asteroid belt that forms a boundary around the entire system at it furthest edges. The Adjudicators travel between the five inhabitable terrestrial planets in the system.

Those five planets all work together in a system called a Holacracy. In a Holacracy, each person or group of people fulfills assigned roles and responsibilities. Each group is called a cell. Local cells take care of culture, trade, and security and law enforcement. Regional cells govern what we might think of as cities, provinces, states, or even countries or continents. Planetary govern the regions, and a system cell governs the planets.

Treaties, also called laws, begin at the system level and then get ratified and adopted all the way down to local levels. When people resist an unpopular treaty or break one - and when they cannot or will not solve that problem themselves - the Adjudicators step in to decide matters.

WHAT ARE WE DOING HERE?

Adjudicators have to uphold the treaties at all costs; what makes them unique is that they can break the treaties in their efforts to preserve them.

HOW DO WE PLAY?

We'll use the character-creation and dice-rolling rules from Chad Walker's game Airlock.

Generally, once you've made a character, you use the character's stats and abilities to perform operations, or ops. You always roll 5 dice to roll an op. Some of those 5 dice are 10-sided dice (d10s) and some are 6-sided dice (d6s).

You roll a number of d10s equal to your stat for an op. You roll d6s for the rest.

For example, if you have a score of 5 for a stat called "Snoop," you roll 5d10 and 0d6. If you have a score of 2 for a stat called "Support," you roll 2d10 and 3d6.

After you roll, you count your total number of successes. A success is a 6 or higher.

You also count your total number of botches. A 1 is a botch.

Your total number of successes equals the successes you rolled minus the botches you rolled. The more successes you roll, the more control you have over the story. If you succeed, you tell the story, not the game master, or GM, who runs the rest of the show. If you fail, the GM gets to control the story and turn it against you.

Your memories (called passages), powers (called voidnetics and talents), relationships, and special, personal belongings (that give you edges and breaks) can all add to your successes or take away your botches.

We will roll dice virtually on a website called roll20.net. Your GM will send you an invite to a game there soon. We will also meet together while we play using a Google Hangout. Your GM will also send you an invite to that call.

Read Airlock to learn more and find a character sheet you can print, fill in, and use for the game!

WHAT'S NEXT?

Because so much of the story in any game of Airlock depends on you, the player, you'll have to finish some light assignments before we begin play.

The big idea is to build the world together so we can build the story together.

Before play, you should:

1. Download and read *Airlock*.
2. Read the government section of the campaign repo.
3. Make a character, except for their relationships.
4. Complete a school tracker worksheet for your character. This lets us know more about their planet and approach to the law.
5. Revise your character using any new information you invented for your school.
6. Post your character and school tracker on our Discord channel (which is on the SIGMATA server).
7. Share any extra information you want us to know about your character on Discord.
8. Ask each other questions.
9. Decide on your character's relationships with the others. The way your character views another character doesn't have to be reciprocal.
10. Stock up on your favorite gaming beverages and snacks.

And then get set to play! Your GM will send you a calendar invite to your call and a game invite to roll20.net.

Your GM will use the information you provide to help make a sector map for Cantor and a system map for its whole galaxy.

Try to share .pdfs whenever possible. You can edit a .pdf with the markup toolbar in a basic program like Preview or edit a .pdf as a .png image and then export it as a .pdf again using something like Acorn or Photoshop. You can also make a copy of any Google Doc and then save your copy as a .pdf doc through the print menu for sharing.

Don't hesitate to ask for help. We have a lot of experience with that online/digital life in this group.

WHERE CAN I FIND STUFF?

- *[Airlock](#)*
- [Campaign repo](#)
- [Character sheet](#)
- [School tracker](#)
- [Sector map](#)
- [System map](#)
- [Government](#)
- [Discord channel](#) (#airlock-adjudication-space)
- [Hangout link](#)
- [Roll20.net link](#)