# SKILL ADVENTURES
## SKILL CHALLENGES FOR ANY SETTING



GENESYS
FOUNDRY

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*Dedicated to my Father, who has gone on to the greatest of all adventures.*

# CREDITS AND ACKNOWLEDGMENTS

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# INTRODUCTION

## WHAT IS THIS BOOK AND HOW DO I USE IT?

This book is a tool for Game Masters (GM) who would like to add additional elements of adventure to their gaming sessions either on the fly or prepared ahead of time.

This book will allow Player Characters (PCs) the ability to show off their skills in memorable ways. It allows a GM to create adventures that require more than relying simply on combat or a single check. This book is designed to be setting agnostic, because Genesys is a universal system it only takes a few tweaks for one Skill Adventure to fit just about any setting. But what is a Skill Adventure?

### WHAT IS A SKILL ADVENUTRE?

A Skill Adventure (SA) is much like a structured encounter your adventurers may stumble upon or one that you have had planned. A Skill Adventure is more than just a simple check or a group check. Skill Adventures, sometimes known as Skill Challenges, can represent an extended time like travel across a harsh jungle or desert environment; or a sudden jolt of excitement in a short amount of time such as trying to convince a crime lord or winning a foot chase.

### THE SKILL ADVENTURE

There are three main elements to a Skill Adventure: The Three Cs: **Challenge**, **Complications**, **Consequences**.

If a single check will suffice--it isn't a Skill Adventure.

If there is no consequences for failure or success then it is not a Skill Adventure.

A Skill Adventure (SA) is a way to let PCs use skills that they may not otherwise use often or to help adventurers within a group to approach things they might not normally do. It's a way for PCs to use non-combat skills (and sometimes even combat skills!) in a fun and cinematic way.

The basics of a Skill Adventure consist of adventurers making checks over the course of the SA in which they will fail or succeed. Rather than counting each individual uncancelled success, which can be tedious or limit the number of active participants the GM sets up the Skill Adventure thus.

A set number of "Total Successes" (TS) are required to successfully complete the Skill Adventure before a set number of "Total Failures(TF)" are reached which means the party has failed in the Adventure.

## WHAT IS A TOTAL SUCCESS?

**T**otal Success means an overall succesful check by a single Player Character

This is not accounting for uncancelled successes. Example: If a PC rolls a Computers Check and gets 4 uncancelled successes, for the purposes of a Skill Adventure **it counts only as one Total Success (TS)**. The example below will be revealing before diving in depth of the the mechanics of a Skill Adventure:

# EXAMPLE IN PLAY

**T**he GM is running a Space Opera game and has

decided that the party will complete a Skill Adventure. The GM has decided that the Skill Adventure is Easy (more on this later). That means the party will need 5 Total Successes before it accrues 3 Total Failures. If the PCs are able to get 5 Total Successes before 3 Total Failures they make it safely to their destination— If they get 3 Total Failures before they get 5 Total Successes they are attacked by Desert Raiders.

**GM:** "Okay, so you are trying to find the remains of an old DY-200 series ship that crashed in the desert outside Dos Shobar known as the Errant Venture,— from left to right how are you going to help get the party there?"

**Derrick Darkstar:** "I am going to try and remember what information I can  from data pads, and local darknets, and what they might have said about the area."

**GM**: "Okay make an Average Lore check but add a black, the sun is beating down. ♦♦■

**Derrick Darkstar:** *rolls *✹✹ Ah hah! Two uncancelled success and no advantage."

**GM**: *Writes down 1 Total Success.* "Very good, You recall reading ancient legends about Dos Shobar and smuggler dens of old which gives you a few leads. Nolwynn—what do you do?"

**Nolwynn**: "I am going to make a Perception Check."

**GM**: "Well what are you doing? Are you looking for enemies are you searching for a path?"

**Nolwynn:** "Oh! Ummm I am going to try and keep a look out for Desert Raiders or other nasty things out there in the desert. And look for better paths."

**GM**: "Roll a Perception check ♦♦■"

**Nolwynn:** *rolls ⋀⋀ * "Ah Blast it! No uncancelled success but two advantages. Can I give a Boost to the next person?"

**GM**: *Marks 1 Total Failure* "Yeah sounds good. You feel distracted from looking around constantly but you do manage to find a decent path into the desert. Okay Arius what are you doing to help?"

**Arius**: "Can I use Leadership to help direct the party, make sure we stay organized and coordinated in the search?"

**GM**: "Very good, give me an Average check with 1 setback die but don't forget Nolwynn gave you a Boost die. So ♦♦■■."

**Arius**: "I am going to use a Story Point too." *flips a Story Point and rolls only a single* ✹

**GM**: "Looks like you needed it! Barely a success. *Notes 1 more Total Success (2 TS so far).

**Vo'Cari:** "Can I use my scanner to help search for the ship? Like can I use Computers, I am a slicer not a scout!"

**GM**: "Yeah of course. The scanner gives you a blue for your check. ♦♦■■ "

**Vo'Cari:** *rolls ✹✹✹⟳⟳ "Hmmmm overall that is 3 uncancelled successes but two threat!"

**GM**: *denotes 1 more Total Success for a total of 4 TS out of the 5 needed with 1 Total Failure.* "Okay you so manage to succeed but you went bumbling off and got the party turned around for a little bit, next person will get an extra ■ . Torska, the ranger- you are next."

**Torska**: "Torska is going to check the various crags and dunes for paths to make things easier on our party, I am also going to look out for tracks of dangerous creatures or people."

**GM**: "Sounds like a Survival Check. ♦♦■■."

**Torska**: Can I remove the ■■ for my Outdoorsman talent? I have two ranks in it.

**GM**: "Absolutely, it is perfect for trekking out in the desert."

**Torska**: *rolls ✹⊛⟳* "By the Stars! Success and a Triumph. 1 Threat."

**GM:** *That is 5 Total Success, enough to succeed on the Skill Adventure. They made it without having to fight Desert Raiders.* "Okay take one strain from that ⟳Torska—its hot work getting the party back on track. So…by Torska's observing the ground and noticing sparse animal paths amid rocky outcroppings you manage to travel along a ridge for some time until, after many days, you manage to come upon a misshapen ridge, that is actually the remains of a ship…"

## THE SKILL ADVENTURE IN PLAY

As you can see a variety of skills were used. Rather than having the players make a single Survival check to see how long they took to get to the site. It really lets your players use skills they may not otherwise use in a session and lets everyone have a chance to shine.

The GM could have everyone make a series of Stealth checks to sneak into a secret military instillation, but it's much more interesting to have the players utilize other skills. Likewise, not everyone may be skilled in one area (such as Stealth) and its anti-climatic for everyone to try nothing but Stealth checks to have one person fail and alert the garrison.

Instead a Skill Adventure may allow the players to use a variety of skills in order to get into the military facility. Computers to slice computer terminals, Mechanics to get passed locked access ports, Skullduggery to bypass security measures, Stealth to sneak past guard patrols. Cool to act like you belong, etc. Later on you will see detailed examples of where or how you might implement such a Skill Adventure. But first let's look at some other information.

Consider the Example at the start of this document. The GM could have wrapped up our desert trek with a single Survival roll, but the GM wanted the trek to *feel* like it took some time and wanted to give the players chances to use some skills to help

## ITS *ROLEPLAYING*, NOT ROLL-PLAYING

The players should be active in engaging the Skill Adventure. In the example, Nolwyn simply said "I want to roll Perception, but did not give any context. This— is Roll-playing. She is simply throwing dice and not engaged with the activity. Encourage players to describe the actions of the PC, give them ideas if they just can't conjure up something. Good roleplay may, at the GM's choice, be rewarded with a Boost dice ■ or two to the player's check or you can always flip a Story Point in their favor!

It is much more immersive and enjoyable to roleplay an action. Saying "I am going to make a Lore check" is not nearly as good as "Can I search local holo archives for information about this ship?"

## THE THREE C'S

## CHALLENGE

The first "C" is **Challenge**. Challenge just means how difficult the Skill Adventure will be. Think of it as a combat encounter that the PCs may have--these encounters typically vary from easy to hard.

Challenge is the needed numbers of **Total Success** (TS) vs. the numbers of **Total Failures** (TF) for a Skill Adventure.

- An **Easy** Skill Adventure is 5 Total Successes before 3 Total Failures.
- A **Moderate** Skill Adventure is 8 Total Successes before 3 Total Failures.
- A **Hard** Skill Adventure is 11 Total Successes before 3 Total Failures.

These numbers might be adjusted in any way the GM sees fit. For longer Skill Adventures increasing the **Challenge** can help, but that means they are also harder and can require more time.

Skill Adventures can tend to be abstract or cinematic in nature, so in the case of the desert trek example that travel could have taken days or even weeks or months. You can mix and match a Skill Adventure with combat or social encounters to give the Skill Adventure length or danger as desired. Perhaps after the third success an encounter (random or not) occurs in the desert? The possibilities are endless.

### WHAT DIFFICULTY?

What difficulty depends on the GM and the Skill Adventure. There is no set difficulty. However, most checks should typically be the same difficulty for fairness (and ease) between the Players. Nothing should be below an **Average** Check (◆◆), because its an "Adventure" after all. Adding a setback die ■ or more is also good to help represent various conditions as well as to encourage talents that remove ■. When in doubt go with (◆◆■).

Having an upgraded ● Check can be a good way to increase tension, but have specific consequences if a ⊗ is rolled--don't worry this book has plenty of examples.

For characters with more than say 150 XP after creation, consider making all Skill Adventures at least a **Hard** difficulty (◆◆◆), as most PCs will be focused in their field. You know your PCs better than anyone else.

If the PCs try to use skills that don't fit the situation, feel free to make the check more difficult but encourage them to use an appropriate skill instead.

## ITEMS, TALENTS, AND MAGIC

The GM should encourage Player Characters to utilize gear, talents, and Magic where appropriate.

The GM should let the PCs get a Boost die ■ for having climbing gear if they are trying to traverse a mountain. Having flashlights will help negate a cave Skill Adventure's darkness penalties, etc.

One thing to keep in mind is that Talents or even gear that helps only as a maneuver in structured encounters may not have a place in the narrative sense of a Skill Adventure. For instance, a talent that lets a PC spend two strain as a maneuver to upgrade their next check doesn't work in the sense of a week long adventure across the desert. Because that one check encompasses more than one structured action and rather focuses on what is happening over a narrative time frame. What does and doesn't work should be discussed with the players but ultimately the GM has authority.

Likewise use of magic in settings that allow such skills may seem at first glance to negate certain obstacles in their entirety while in reality they only aid in the action. Using the Arcane skill could represent helping the party cross a snowy chasm just as easily as Coordination. Instead of tying ropes, the mage is forming a bridge of ice. So magic skills are not an impediment to Skill Adventures--but a boon!

## USE OF SKILLS

One thing to encourage is that players try to use different skills each round. Instead of having everyone use Perception to look out for thugs in an alley, try to encourage each PC to use different skills; Computers to scan comlink frequencies, Leadership to organize a watch, etc. They can think of different things to do.

If they are stumped offer them some ideas. If a PC wants to use the same skill (which they have excellent focus in) over and over gain the GM can simply say you must use a different skill each time in order to prevent a player from using their strongest skill back to back.

Sometimes using the same skill over and over may be needed depending on the situation, but should generally be avoided for each PC. Consider as an alternative simply adding a number of ■ to or increasing the difficulty of used skills to prevent meta gaming abuse. Since Skill Adventures don't typically go on for a long time each PC should be able to use various skills available to them.

## AIDING AND ASSISTING

Aiding another character can be a way to easily break the Skill Adventure system as it allows PCs to sit back and add dice to another PCs pool, without risk of failure. Remember that Aid is a maneuver for structured encounters. Assisting is more in line with a single check situation—fixing a hyperdrive, breaking into a secure vault, or haggling with a merchant. Use of Assisting in a Skill Adventure should simply be hand waved away. It's assumed that the other PCs are assisting—by doing their own specific checks across the Skill Adventure.

Remember-a Skill Adventure is not like a single combat encounter in structured time but represents what could be minutes, hours, days, weeks, months, or even years. When PCs pass ■ to their fellow PCs this is thematically them aiding their allies.

## SKILL CHECKS THAT DON'T HELP

If a player makes a check that doesn't hurt or help a situation then it should neither count as a Total Success nor a Total Failure. Example: While traveling the ruins of Nobar a PC notices artwork on the wall during a Skill Adventure, the player wants to roll a Lore check.

It's a success but knowing that the depiction of a battle from the Nobanese Civil War doesn't help the party find the entrance to the lost vault they are seeking. But neither does it hurt the party. Therefore it is neither a success nor a failure. The GM may want to inform the player that this won't help but typically if it doesn't hurt—why not let them roll?

## WORKING WITH THE PLAYERS

Skill Adventures can be a different approach at a table for some Players. The GM can choose to be very open about the Skill Adventure, informing the players that they need a certain number of Total Successes before so many Total Failures in order to achieve their goal. Being straightforward with the Players can be very beneficial and allows for player buy-in to the Skill Adventure mechanics.

The GM may determine that he wishes to keep a Skill Adventure secret and not reveal that the PCs are even participating in a Skill Adventure. This can be useful for long term Skill Adventures with intrigue heavy games or for social encounters where explaining the Skill Adventure could prove lackluster amid avid roleplaying.

Furthermore, the GM may decide to find a balance between these two situations. Some tables may like knowing that they are using mechanical elements while others may want to be left in the dark. As always it is at GM discretion.

## SKILL ADVENTURE COMPLICATIONS

Complications , the next "C" in the Skill Adventure formula are a way to spice up Skill Adventures by adding danger and excitement. These can be used to help create a memorable Skill Adventure, the GM is encouraged to use as many or as few Complications as the Skill Adventure needs.

Each Skill Adventure listed in this book has a number of **Complications** listed. The GM should mix and match complications as needed and draw from the varying Skill Adventures as desired.

Complications can be as simple as an immediate Resilience check to resist the desert sun, to more dangerous hazards like sentry turrets or booby-traps.

## CONSEQUENCES

The final "C" is the most important--**Consequences**.

With success or failure there should be Consequences. These will vary wildly depending on the story and of the Skill Adventure in question.

If the party were to fail on a Skill Adventure (acquiring more **Total Failures** before acquiring the number of needed **Total Successes**) You might have the party ambushed and they have to make an Average(♦♦) check on their Vigilance for initiative check instead of a (~) simple check to represent that they are caught unawares from a failed Skill Adventure.

Or if they succeed on the Skill Adventure you could grant the party a ▣ on their Initiative or on their first check in an encounter. Each Skill Adventure has Consequences detailed but some examples for how Consequences may affect the party are below and can be used along with the examples within each Skill Adventure template:

- **Combat:** An encounter ensues because of some circumstances—they failed to get away, got ambushed, got lost in the wilds and stumble upon hostile creatures, etc.

- **Loss of Allies:** NPC followers, or allies die (or are gravely wounded) along the roadside, are killed by a booby-trap or natural accident. Mounts or robots perish along the road way into a crevasse, etc.

- **Loss of Equipment:** A speeder breaks down, costing credits and time to fix. The rumors they were seeking cost them a good deal of gold from the informant, mundane items are lost,etc.

- **Loss of Destiny:** The heroes have a hard go at the Skill Adventure but despite their efforts fate seems to be laughing. The GM Flips one (or even more) Story Points to the GM side to represent that fortune is not with the party, at least for now.

- **Exhaustion.** The party suffers 2 (or an appropriate number) to their max Strain Threshold until they can settle and rest properly (as determined by the GM).

- **Critical Injuries:** Each PC rolls a Critical Injury to represent their failure or ill luck. Perhaps wounded in a skirmish or because of travel through hazardous conditions.

- **Roleplaying Consequences:** Perhaps the PCs lose credibility, respect, or honor from their actions or their failure.

These consequences listed are negative in nature and can just as easily be reversed for positive outcomes. Perhaps the PCs gain allies, avoid a combat (or go in well prepared or with an advantage), gain loot, or feel fortune buzzing in their ear (flipping a Story Point in their favor), etc.

Remember a Skill Adventure has a goal/reward in mind. Success represents infiltrating the military facility, negotiating an alliance with an emissary, or performing the cat burglary and getting the prized jewel, or getting out of a chase alive.

# EXAMPLE SKILL ADVENTURES

## FORMAT

**E**ach Skill Adventure is given a format that is easy to pick up and understand.

These examples are intended to help give you quick Skill Adventures to throw into your gaming sessions and the framework to expand on your own Skill Adventures.

Feel free to improve on or alter these as needed for your game. The following format is to help provide uniformity and ease of understanding for each Skill Adventure.

## DESCRIPTION

What is the Skill Adventure, what might it be used for. While many of these Skill Adventures are geared for a specific setting with a bit of tweaking a GM can almost make any Skill Adventure fit the setting or theme.

## KEY SKILLS

What skills work best for the Skill Adventure, and while these are not cumulative these give the GM an idea of what skills might best suit the situation.

## POSSIBLE SKILLS

These are Skills that may not fit particularly with the Skill Adventure but might be able to given certain conditions or reasoning. Encourage players to come up with skill uses that might otherwise not make sense on the first glance.

### SOME SKILLS DO NOT WORK

Some skills may simply not be suited for a Skill Adventure.

Trying to use Coercion in the middle of navigating a nebula is simply foolish.

Now, if a PC is trying to Coerce a captain to fly through a nebula then that is okay.

Just make sure that you use common sense on what is and is not allowed.

As the GM you always have the final say.

## COMPLICATIONS

These represent situations that are particular to the Skill Adventure. Some of these include optional or situational Conditions and its encouraged that the GM use as many or as few as desired. And always—you can add your own or mix and match ones from other examples.

## CONSEQUENCES

Success or Failure, what happens if the Skill Adventure is completed successfully or is a failure.

# CHASE SKILL ADVENTURES

## INTRO TO CHASES

Whether the party are goodietwoshoes or they are infamous gangsters--chases are bound to arise in their adventures. Perhaps they are chasing someone with key information or perhaps they are fleeing a pursuing enemy themselves.

A GM may  use of the published Chase rules per the **Genesys Core Rulebook** page 26 make use of a single opposed check.   This is certainly one way to go about a chase scene another option is to turn it into a Skill Adventure!

This Chapter details two distinct types of chases, an urban foot chase and a vehicle chase--as these are the two that are most often the tropes of adventure games. Either one could be tweaked to work  with a little effort in almost any setting. From fleeing the city guards in a medieval setting to shooting out of a hover vehicle across a space opera cityscape these Skill Adventures are just what a good session needs.

## URBAN FOOT CHASE

An Urban Foot Chase here means anywhere there is a populated area, from a backwater village market to the cityscape of New York. This could be used to chase an NPC (or group) or it could represent the PCs trying to elude pursuers. If your setting has less technology you will simply have to tweak the descriptions and consider some skills that may not exist. But with only a little bit of thinking this Urban Foot Chase could work in any setting.

# KEY SKILLS

**Athletics:** Represents jumping, running, and scaling fences or clambering over market stalls or leaping from one rooftop to another. This is an excellent skill to use while chasing or fleeing.

**Coercion:** Yelling intimidatingly may allow you to get people to clear out of your way or make the target think twice about running from (or after!) the PC.

**Computers:** In a technology appropriate setting this might represent the PC using their skills to hack a network in order to jam traffic, or close public access, or bring up maps to more smoothly escape.

**Cool**: If being chased—trying to blend in with the masses could help you stay hidden or close the gap on an unsuspecting quarry.

**Coordination:** Moving lithely from the tops of buildings, narrowly rushing across tricky areas, basically navigating via parkour can be useful for the more agile.

**Deception:** If being chased this could useful for trying to blend in via some deception—causing a distraction or holding up a newspaper to hide your face to avoid being spotted. If chasing someone, this could be used to throw off the quarry, ducking down an ally to try and cut them off elsewhere unawares.

**Knowledge:** Using old histories of sewers or side treks through the many varied quarters of a certain district might elicit a path to safety, etc.

**Leadership:** If the party is pursuing then this skill could be helpful to organize the search. Relaying commands and giving tasks to help efficiency as the party looks for their prey.

**Magic**: The various Magical skills could be used in a multitude of ways. Using levitation to get to one area or scrying to find the path of someone. Giving unnatural speed, or trying to slow the foe. Plenty of cinematic options based on the type of magic used.

**Mechanics:** Could mean jamming a bridge controls to ensure no one can follow you. Hotwiring a vehicle to help you pursue or flee (this might then transition into Vehicle Chase.).

**Perception**: Represents trying to spot the quarry in the streets or looking for likely routes they may take. If trying to avoid detection—being on the lookout for those chasing you as well as looking for a good avenue of escape.

**Skulduggery**: Picking a lock to make a shortcut. Or bypassing a guard post or security measure to move quickly.

**Stealth**: During a chase you can avoid trying to be spotted. Finding areas to hide as you move through the urban sprawl, from market stalls to back alleys. Likewise, if chasing someone this could represent sneaking up on your quarry appearing out of nowhere to catch them off guard.

**Streetwise**: Knowing which areas to run through or which areas to avoid can be useful. If a gang of thugs patrols one area it might make anyone following you harder if you are the quarry. Alternatively knowing which areas to avoid can mean you can assess where your target might be going.

**Survival**: Useful for tracking a foe, or trying to hide your own tracks—even in an urban jungle.

**Vigilance**: Being on the lookout for pursuers if being chased will make escape more likely; or for watching for possible traps or foes laid in ambush as you chase someone.

# POSSIBLE SKILLS

**Alchemy:** On first glance Alchemy may not seem useful in a chase. But with some fun thinking a potion or elixir could be used to tar up a pathway (or throw a firebomb!) or enhance the speed of a participant.

**Charm:** It might be possible to charm someone by asking for directions or "have you see this guy?" Or asking a local for a hiding spot if one is on the run.

**Driving:** Use of a vehicle to get away or pursue. If everyone is doing this, consider making the Skill Adventure a Vehicle Chase (animal or vehicle) instead.

**Negotiation:** Much like Charm, it is situational. Offering to pay someone for information might prove useful.

**Ranged [Light]** or **Ranged [Heavy]**: Firing at a quarry is one way to down them or force them to take cover, slowing their escape. Likewise—shooting at pursuers can be a serious deterrent. Rather than tracking actual damage the GM should consider a check here just like any other of the Skill Adventure. Don't bother with range bands or other modifiers.

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### SHOOTOUT SCURRY

A foot chase is going on by the party to capture a known gangster. One of the party draws his pistol and shoots at the gangster as they follow in hot pursuit to try and pin him down as he runs away.

The PC has the same difficulty as everyone else (◆◆■). They get a ☼ and one ⚙ a Total Success!

So for the PCs and the Skill Adventure they are one step closer to getting the wanton fugitive .

# COMPLICATIONS

**Opposed**: Many checks may be opposed checks. The PCs may roll against the NPCs Stealth when they make a Perception instead of standard check, etc.

**Tuckered Out:** During the Skill Adventure at any time, the GM may spend a Story Point to force ALL PCs to make an immediate **Resilience** Average ( ◆◆)Check. If they fail they are winded, and take a ■ on ALL future checks, representing they are exhausted. ☾☾ may be spent to give a ■to their next check or give them strain. ▲should give them a ■ to represent a second wind. PCs in vehicles may downgrade the check to Easy (◆) or avoid it all together if the GM wishes (Remember, "tuckered out" here may mean mentally fatigued as well).

**We Lost Him!:** [Optional]: At the GM's discretion if the PCs are in pursuit and they fail a check with ⊗the PC is effectively out of range, lost, or dragged down by foot or vehicle traffic and cannot take part in the chase (i.e. the Skill Adventure).

This can mean that only some of the party might corner a deadly adversary. Consider allowing the other PCs to join in a number of rounds that makes sense.

Alternatively give the PCs a chance to make a Hard (◆◆◆) **Resilience** check (representing them booking it to the scene) or a Hard (◆◆◆)**Piloting** or **Ride** check if mounted to show up after the first Round of a structured fight. If they fail, they can spend a Story Point to automatically succeed. If they don't have Story Points to flip, they may try at the end of each Round.

# CONSEQUENCES

**Success**: If the PCs are the ones chasing an NPC(s) they confront their quarry in a final showdown or narratively capture the one they pursued. If the PCs are the ones being pursued it indicates that they are able to get away.

If the GM is determined to have a combat encounter allowing the PCs to have some boon would be appropriate. Perhaps they get ■■ on their initiative to ambush those following them or they get some strategic placement in the coming encounter.

**Failure**: If the PCs are chasing after a target then it gets away. Alternatively they could spring from ambush and catch the PCs off guard. The NPC(s) may add ■■ to their Initiative and may otherwise have some advantages such as being set up behind cover, having called for backup, etc.

If the PCs are the ones being chased a number of things could occur. Perhaps they are caught in a combat encounter. Perhaps they are narratively captured. As always the GM has discretion. Ensure you have Consequences.

# VEHICLE CHASE

Similar to an Urban Foot Chase, this represents that the entire party is on vehicles or mounts. This may be one vehicle all together or on multiple smaller vehicles.

An Urban Foot Chase may transition into a Vehicle Chase assuming the party starts to "acquire" vehicles, legitimately or not. This Skill Adventure might be used in busy city streets, old outposts, or even in the insides of a large space station or ship using skiffs or repulsor sleds or lifts.

Consider mixing and matching some of the Special Conditions of the Urban Foot Chase as desired. While this particular chase is geared toward vehicles in mind, with some tweaking by the GM it can easily handle a mounted chase with biological mounts.

# KEY SKILLS

**Computers:** Using computer systems (handheld or onboard) to find possible alternate routes, maps, or avoid security systems could help capture or evade pursuit.

**Cool:** For the pilot only, they may try to fly as if nothing is wrong to blend in with traffic.

**Deception:** For the pilot only, they can try to maneuver the vehicle behind key buildings, under bridges, or behind buildings, billboards, or darting behind larger vehicles.

**Driving:** If using non-areial vehicles this represents trying to use the vehicle to maneuver and either catch up with or flee from pursuers bobbing and weaving in and out of traffic, etc. A copilot, at the GMs discretion may also use this skill. This allows pilot characters to shine.

**Knowledge:** An appropriate knowledge skill may help the pilot navigate the busiest parts of the city to throw off a pursuer, or avoid clustered areas to catch up or cut off a fleeing foe.

**Leadership:** Commanding the vehicle, giving orders to people within to target vehicles or to work together effectively in the pursuit or escape. A general catch all for military planning and using strategy, and directing allies, etc.

**Magic:** If the setting allows--using rays of frost to slow down enemy vehicles, launching a fireball to damage a foe's mount, or using arcane knowledge to temporarily conceal a vehicle could prove useful in such a Skill Adventure.

**Mechanics**: Trying to boost the power on your vehicle, or otherwise giving yourself an advantage. This could also mean getting exhaust to fly back at the attacker to obscure their vision, etc.

**Operating:** If the PCs are operating a particularly large vehicle this might be useful to help navigate it in a busy street or among air traffic or in space.

**Perception:** Looking for advantages in traffic patterns, short cuts, or likely avenues of approach or egress.

**Piloting:** If using aerial vehicles this represents trying to use the vehicle to maneuver and either catch up with or flee from pursuers bobbing and weaving in and out of air traffic, etc. A copilot, at the GMs discretion may also use this skill. This allows pilot characters to really shine.

**Riding:** If the chase involves biological mounts this could be used in place of Driving or Piloting. Represents handling mounts suitable for the setting.

**Streetwise:** Literally knowing your way "around the block" of which areas are best to travel through (or to avoid) could help avoid detection or speed up a pursuit.

**Vigilance:** Looking out for incoming attacks or pursuers. If chasing—looking out for the quarry.

# POSSIBLE SKILLS

**Combat Skills:** Nothing is as cinematic as having a group of rag tag adventurers firing from a vehicle at their perusers.

Allowing the use of Combat Skills from **Ranged [Light], Ranged [Heavy,]** and even **Gunnery** (if the vehicle has weapons attached) are all ways to utilize the cinematic system of Genesys to the group's advantage and fun.

Do not worry about finding the specific difficulty for the attack, just ensure its the same difficulty as every other check in the Skill Adventure. This smooths play and keeps the action going.

**Brawl and Melee:** If the GM allows it a player my try to knock a foe off their vehicle or otherwise harm them through these skills. These would work particularly well with motor bikes, hover bikes or other small craft where getting up close and personal is much easier. It could easily be used with horses or other organic mounts.

# COMPLICATIONS

**Opposed:** This check may be opposed if the GM wishes to find stats for NPCs otherwise assume one of the following checks: ⬡⬡◆. This is particularly useful if the PCs are facing off with a Nemesis or a single foe.

**Upgraded:** For heightened sense of danger and to increase some of the usefulness of the Complications here consider making the check Upgraded at least once ⬡.

**Playing "Chicken":** The GM may flip a Story Point and force every PC to make a Hard **Discipline** check (◆◆◆); this represents that the Pilot is going head on with another vehicle in the chase, or closing the gap between two passing vehicles, toll bridges, or trying to avoid a dangerous obstacle. **Cool** should not be used because it comes up suddenly (but the GM has ultimate say). For each PC who fails the check they take a ■ for the rest of the Skill Adventure. Consider this a Fear check.

**Heavy Traffic:** The GM may want to ensure there are plenty of ■■ in the encounter to represent heavy traffic. Particularly bad traffic or conducting the chase in dense areas may mean an upgrade ⬡ is warranted or additional ■.

**Bucket of Bolts:** Anytime a ⊗ is rolled the vehicle takes a Critical Injury at +20. When the Vehicle hits 154+ the vehicle is destroyed and the Skill Adventure is automatically failed. If the vehicle is destroyed the GM may force everyone to make appropriate Hard (◆◆◆)checks to brace for impact (**Resilience**) or bail out (**Athletics** or **Coordination**). If they fail this check they automatically take a Critical Injury +20.

**Keep Your Head Down:** The GM can flip a Story Point and have an enemy pepper the PC's vehicle with gun fire (or whatever appropriate weapons) forcing every PC to make an immediate **Vigilance** Check ⬡◆◆. Failure represents that they weren't fast enough to duck down in the vehicle or weave on their speeder bike or horse and they take damage equal to 4 plus any uncanceled ✖ count as additional damage (apply soak). The GM can cause ⊗to represent the Vehicle getting a Critical Injury at +20 or a Critical Injury on a PC.

**Success Counters Failure:** If the GM desires, they may allow a Total Success to instead remove a Total Failure. This allows the Skill Adventure to continue for a bit if the action is enjoyable or if the PCs are on the cusp of failure. If the TS is used to negate a TF, the TS does not count toward the TS count of the Skill Adventure.

*Example: A party has 3 TS and 2 TF of a current Easy Skill Adventure (5 TS needed before 3 TF). A PC makes a TS but instead the GM removes a TF, ensuring that one more TF won't end the Skill Adventure in ruin. If the GM desires they can ask the Players if they would like to remove a TF with a TS. As always this is at the GMs discretion.*

## MORAL CONUNDRUM: SHORTCUTS

The GM may spend a Story Point to present the following: While pursuing (or fleeing) their enemies the PCs have a chance to cut off their foe.

However, it means putting civilians in harm's way somehow—dropping a toll bridge unexpectedly or rushing through traffic dangerously, causing mayhem. If they choose to do this they achieve an automatic **Total Success**, but each have roleplaying/moral reprocussions.

If they forgo their chance the next check is Daunting ◆◆◆◆. If the table does not agree on this action—take a vote, majority wins.

# CONSEQUENCES

**These are the same Consequences as an Urban Foot Chase and are contained here for brevity.**

**Success**: If the PCs are the ones chasing an NPC(s) they confront their quarry in a final showdown or narratively capture the one they pursued. If the PCs are the ones being pursued it indicates that they are able to get away.

If the GM is determined to have a combat encounter allowing the PCs to have some boon would be appropriate.

Perhaps they get Boost Boost on their initiative to ambush those following them or they get some strategic placement in the coming encounter.

**Failure**: If the PCs are chasing after a target gets away. Alternatively they could spring from ambush and catch the PCs off guard. The NPC(s) may add ■ ■ ■ to their Initiative and may otherwise have some advantages such as being set up behind cover, having called for backup, etc.

If the PCs are the ones being chased a number of things could occur. Perhaps they are caught in a combat encounter. Perhaps they are narratively captured. As always the GM has discretion. Ensure you have some Consequences.

## ADDITIONAL COMPLICATIONS

The GM may like to include the following Complications to an Urban Foot Chase or a Vehicle Chase in order to add a bit of flare or theme.

**Busy Market:** The GM may decide that one round of the Skill Adventure takes place in a busy market square. Depending on how busy you want the market to be add at least ■ ■.

**Heavy Traffic:** The PCs are suddenly facing heavy and fast moving traffic. The GM flips a Story Point to upgrade ● the checks for one complete round. (each PC has one upgrade).

**Mounted Fatigue:** If the PCs are using biological mounts spend a Story Point to force an immediate Average Riding Check ( ◆ ◆ ). Failure adds a ■ to all further checks representing that their beasts are getting tuckered out from the exhaustion of the journey.

# MILITARY SKILL ADVENTURES

## MILITARY SKILL ADVENTURES INTRO

Most adventures will involve some kind of combat or have the backdrop of military style action. Structured combat encounters are common in most gaming sessions.

What Military Skill Adventures intend to do is to allow cinematic style adventures in a number of ways. This section will detail Duels, Mass Battles, Infiltration, Sieges, and more. By using this section GMs are able to allow more combat oriented settings to take front and center in a backdrop of armed conflict.

A Military Skill Adventure is a way to increase the options of a session while allowing players to feel active in larger set pieces or backdrops.

Using these Skill Adventures is a way to allow PCs to use their skills for glory and excitement while presenting complex situations in a fun and cinematic way.

# DUEL

This Skill Adventure may represent a structured duel with laser swords, a duel with traditional rapiers, sabers, or medieval weapons in the court of a noble, or in a deadly struggle of life and death on the battlefield. This might also represent an unarmed boxing or gladiatorial match. If the GM decides to make this a training session it could easily represent a bout of practice between a master and apprentice training in martial skills or even between PCs.

At the GM's discretion a Duel can be declared at any time by a PC or an NPC (typically of at least Rival but preferably Nemesis level). The character making the declaration must be able to communicate and be near enough the target of the perspective duel. The character making the challenge does so as an incidental action in their turn.

The opponent of the Duel has the option to not participate in the duel, in which case combat (physical or social) continues as normal. If a PC or NPC declines a Duel, flip a Story Point over in the appropriate direction (representing the PC giving into fear, giving up social standing, or the NPC deciding to act dastardly by running and letting minions fight).

Upon acceptance of the Duel, neither participant can be targeted by anyone else.

A participant may leave a Duel at any time on their turn. However, doing so engenders a flip of a Story Point as well as possible role playing ramifications.

# KEY SKILLS

**Athletics:** Used to maneuver around in the duel. Perhaps vaulting over terrain, running and fighting, throwing in kicks and jabs between attacks.

**Coercion**: Trying to intimidate the enemy. Taunting them to make them flustered, in which to then find an opening to strike home.

**Cool**: Holding back and reading the enemy, not giving in to clear tricks. Staying cool, calm, and collected.

**Coordination**: The agile form of Athletics—running off a wall and doing flying kicks, jumping from platform to platform fighting, bobbing and weaving under the opponent's blade, etc.

**Deception**: This may represent trying to feint attacks, sudden rushes with last minute withdraws, throwing your enemy off guard, etc.

**Perception**: Looking for weaknesses in the enemy's combat form, looking for openings in their defense.

**Resilience**: Perhaps brute force will avail. This might represent fighting a prolonged battle, or trying to shirk off blows from an enemy by resisting through one's physical constitution. Or trying to hammer down the enemies defenses through raw strength and vigor.

**Skulduggery**: Dirty tricks, throwing sand in the face of the enemy, grabbing a civilian and throwing them toward the enemy to slow them down or expose an opening. Lots of options.

**Vigilance**: Trying to wait and counter an attack at just the right moment to execute a riposte. Or keeping a watch on an enemy counter attack.

# POSSIBLE SKILLS

**Charm**: Might be useful to distract the target with verbal barbs, taunts, and jests.

**Stealth**: If the environment is suitable this might allow a PC or NPC to strike from a sudden attack, perhaps in a smoke or fog filled area, hiding behind machine parts that are buzzing around, etc.

# COMPLICATIONS

**Opposed**: The GM may choose that the majority or all of these checks are opposed by an appropriate skill by the NPC. So set the difficulty of each check to an agreed upon skill. A **Deception** check may go against the target's **Vigilance**. A **Melee** check should go against the target's **Melee** skill. The GM may simply put a flat difficulty on the encounter as a whole for the sake of ease.

**En guard!:** If the GM desires because this is a fight, every other check a PC makes should be a combat check. Remember, don't let the Skill Adventure just dissolve into only Combat checks. Ensure that no one uses a Combat Check consecutively to add narrative flare.

**A Fair Fight:** If more than one PC enters into the fray the duel ends, and a Story Point is flipped to the GMs side, showing a lack of honor by ganging up on a foe.

**Saberlock:** If a PC rolls a complete "wash" (every symbol is canceled) the GM may declare the combatants are in a saber lock. While technically no symbols at all is a **Total Failure** for the sake of fun the GM may allow this. Or let a PC spend a Story Point to declare this.

The GM then calls for an immediate opposed roll of an appropriate type to break the crossed blades. Consider **Athletics** or **Brawl** to punch and kick their opponent, **Magic** Skills to represent the use of spells to displace a foe. **Deception** or **Skulduggery** to spit in the face or distract the foe, maybe stomping on their toe or a hit below the belt.

An opposed **Discipline** check might also work to see who can basically win out through force of will. If the PC wins the Saberlock they may upgrade their next check twice. If they lose, they upgrade the difficulty twice.

**Critical Wounds:** The GM may allow successful checks with ⊛ to score critical wounds as normal. Conversely a roll of ⊗ means a critical wound on the PC. This will make the acting character's actions harder within the Skill Adventure and a deadly blow could end the Skill Adventure early.

**Challenge:** An Easy Skill Adventure is 5 TS before 3 TF. As the GM you may want this to take on a more epic feel by adding to the Challenge level and making this Skill Adventure a Moderate (or Hard Challenge) of 8 TS before 3 TF.

**Triumph Cancels Failure:** Allowing a failure that has a ⊛ in the results might, at the GM's discretion mitigate a TF (but won't give a Total Success). This can help prolong a Skill Adventure's excitement.

## Abf[a`S^Dg/Ve/3VhWeSck S VFS/Wfe

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4WUSdXg^ aX fZ[e Se [f UagV seemingly efW^ fZW fZg`VWdXa_ fZWB5ž 3'fW[ Sf[hW±Tk kag UagV S^ai WUZ FafS^ EgUUe fZf fZW@B5 _S|W fa Uag`f [` efWW Se S FafS^8S[ˇgdWxd fZWB5žFZ[e_ SWfZW WUag`fWdef[^ XaUgeW a` fZWB5 S`VTg[VefWe[a`ž

<u>Talents</u>, 4WSgeWfZ[e E]['^ 3VhWfgdWe ea Ua_ TSf XaUgeW [f [e TWf fa V[eUgee i[fZ fZWb/SkWd i ZSf fS^fe eZag/V TW appropriatež;XS B5 ZSe Tg[^f gb fS^Wfe fZSf SdWextremely useful in a structured combat encounter then they could feel jilted if they are suddenly unable to use them in a Duel Skill Adventure.

Work with your players to determine which talents might work in a Skill Adventure. For instance, a talent that grants a ■ on combat checks against a single opponent should certainly be allowed.

# CONSEQUENCES

**Success**: The opponent is vanquished. Now they lie prostrate ready for the final blow. If you would rather have the combat end in a straight killing blow this may also occur.

**Failure**: Just as Success except the PC is on the receiving end. If the GM desires they may instead have the PC knocked unconscious as they would if they received a wound pushing them over their Wound Threshold. Or some other malady--a lost hand or arm. Remember to also give them a Critical Injury.

## RUNNING DUELS

Remember that a Duel may be something more than just a one on one with a nemesis level character.

A Duel might be a fight between two magic wielding Mages. If this is the case then ensure you adjust the skills used.
**Knowledge Lore** or other appropriate Knowledge skills could be representative of a magical stand off. Who can remember the ancient spell scrolls the best or call upon infernal magics.

If you decide to use a training bout or if the combat is not going to be deadly you may institute a flat difficulty to the Skill Adventure for ease. Just ensure you remind the players that this Skill Adventure won't end in death for any party.

This can be useful for training montages with masters or rival bouts between fellow PCs.
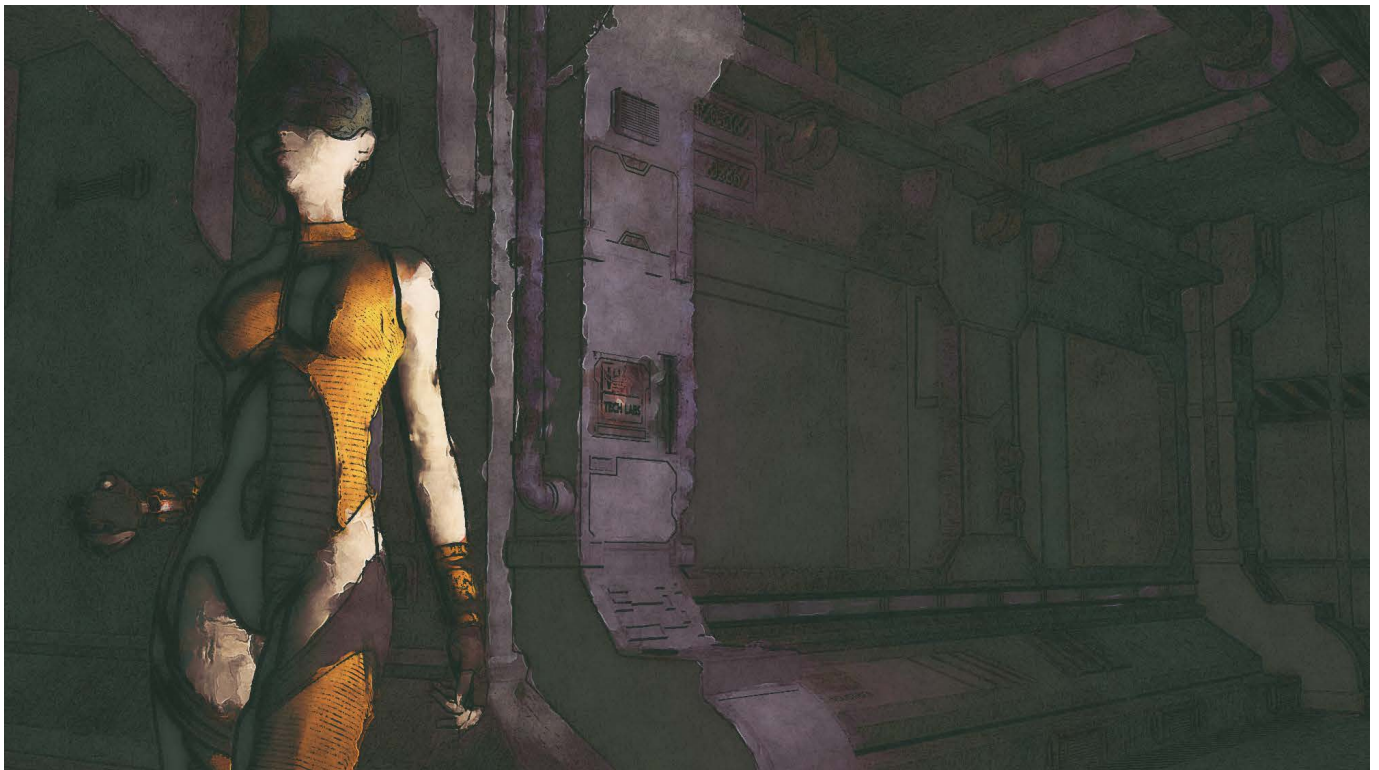
# INFILTRATION

Sometimes the party needs to infiltrate a secret hideout, a government building, an orc war camp, or other area with restricted access. All too often a single sneaky character is expected to get the party through the enemies defenses, or worst yet--the non-sneaky characters are pulled along to risk the party raising the alarm at the unfortunate clunk from the warrior in heavy armor or the sci-fi heavy trooper with his powered armor churning along.

Instead of a single roll of the Stealth skill this Skill Adventure allows the party to all contribute in a meaningful way toward infiltrating their target. Here the PCs could be trying to infiltrate a military facility, a government black site, a fantasy castle or dungeon, or even a cultist lair. The possibilities are endless with narrative style play.
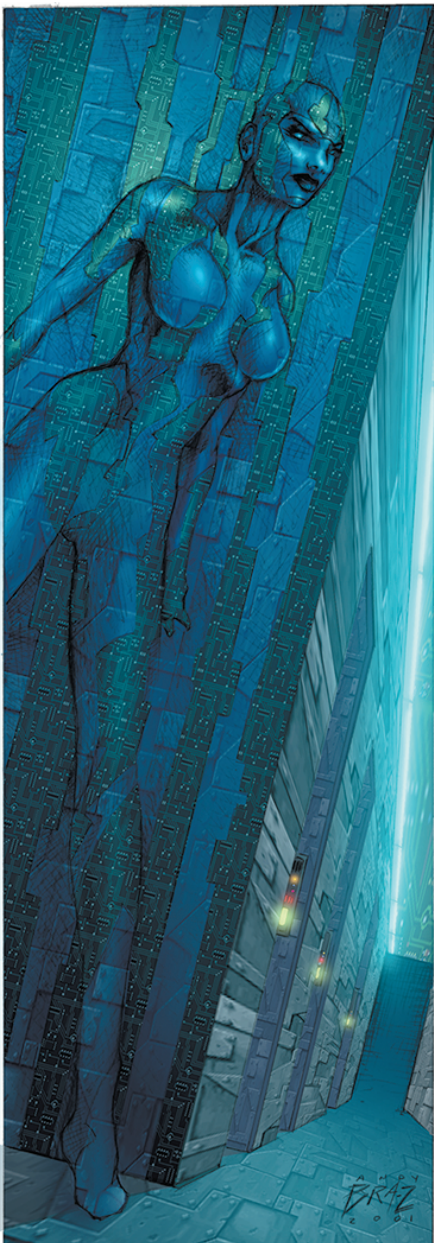
# KEY SKILLS

**Alchemy**: Creating a potion to drug the guards might be something that could help the party pass by checkpoints or a security area.

**Athletics**: Climbing vent shafts, or scaling walls could prove a useful way to bypass security and access the facility.

**Charm**: Perhaps some smooth talking or greasing some palms will get the party past some security or outlying sentries.

**Coercion**: The best use of this could represent threatening to demand to see a guard's superiors if they don't let them by. Just blatantly threatening armed security in a secure facility is typically not a good idea and if the PCs try this they should upgrade the check at least twice—if not just accrue a TF automatically.

**Computers**: Represents trying to hack local terminals to find better routes, maps, access points, or to disable security measures. A great skill for a slicer, hacker, or technophile in your campaign setting.

**Cool**: Trying to simply act like you belong in the facility. Faking it until you make it can work wonders. If the party acquired uniforms beforehand or have a decent ploy to remain concealed grant a ■ or even ■■. If this is attempted by a clearly dangerous or out of place species--perhaps elves sneaking into an orc stronghold add ■■because of the racial hatred and unlikely excuse.

**Coordination**: Much like Athletics, using Coordination to squeeze through hard to access areas or scurrying through air ducts may be appropriate.

**Deception**: Lying your way into a facility might work. However, without a good story and papers or IDs or uniforms this action may be more difficult. If the PCs planned ahead and acquired fake documents grant at least a ■ dice. These could be fake passports and IDs to letters from the local noble in more fantasy settings.

**Leadership**: Could be used to help organize the infiltration by guiding and organizing the party; also a blanket knowledge of how military/government structures work (considering patrol procedures, internal security, etc). A general catch all for organizing the party as they adventure to work as a well oiled machine.

**Magic**: Use of an appropriate magic check could help cloud the eyes of sentries or let the party scale a tower to gain entry. Plenty of ways to distract or bypass obstacles with an Arcana (or other magic check).

**Mechanics:** Useful for bypassing doors, or going through maintenance areas. Disarming possible traps or other security measures.

**Perception:** Being on the lookout for enemy sentries or patrols. Looking for alternate routes inside or through the facility.

**Skullduggery:** Excellent for assessing security systems and knowing how to avoid cameras and alarms. Picking locks and bypassing traps.

**Stealth**: Sneaking past guards, guiding comrades through stealth to avoid detection down hallways or across courtyards.

**Vigilance:** Being on the lookout for enemy sentries or patrols, on guard for traps or alarms

# POSSIBLE SKILLS

**Combat Skills:** From **Brawl**, **Melee**, **Ranged [Light]**, **Ranged [Heavy]**, or **Magic** Attacks. These skills could be used in a variety of ways.

These skills represents things like knocking out a lonely guard, slitting their throat, or shoot a security camera with a suppressed pistol. This could even represent cutting through a door with a laser sword. **Gunnery** has no place in sneaking for obvious reasons. The check for these skills should be the same as a check for other skills—don't worry about considering melee factors such as armor, or ranges. Its narrative and stopping to fight an encounter with a single minion or two isn't worth the time.

**Knowledge**: An appropriate Knowledge skill may represent the PCs understanding of the facility they are about to travel in. Knowing secret paths or understanding the bureaucracy of the facility they intend to infiltrate.

**Survival**: Possibly useful if the facility has dangerous critters or it is located in an hazardous environment—or if the party is tracking someone in the facility--Or wants to avoid leaving a trail or clues to their own movements.

# COMPLICATIONS

**Upgraded**: Each check in this Skill Adventure should be Upgraded ⬤ at least one time to represent the dangers of the Skill Adventure. For ways to use ⟳ or ⊗ look below.

**Sentry Guns:** The facility has robot security in the form of turrets or robots. If the PCs roll a ⊗ they have been attacked by a sentry gun and suffer a Critical Injury . For lower tech settings a simple booby-trap would suffice to represent this complication. Likewise it might represent a sudden and brief scuffle with a guard who suddenly attacks the PCs but is dispatched after making the attack.

**Close the Blast Doors!:** The GM may spend a Story Point to add ■■■ to a single check.

**I've Got a Bad Feeling About This:** If ⊗ or ⟳⟳⟳ is rolled, the GM may flip a Story Point to the GM's side to represent an eerie feeling of doom over the mission.

> ## MORAL CONUNDRUM: NOTHING TO SEE HERE
>
> The GM Spends a Story Point: While traveling through the facility the PCs notice a strange laboratory where people or animals are being tested on cruelly (perhaps to test a bio weapon) or maybe there is a holding cell where a non-story related torture victim rests.
>
> They can pass on by for an automatic **Total Success**. If they do they have some moral conflict. If they attempt to free the being(s) one PC makes a roll: Daunting ◆◆◆◆. Depending on how successful they are, they may be able to take the prisoner along (but incur a ■ to all checks because of their wounded state).
>
> If they keep the NPC alive and well they receive an appropriate boon if they get out alive (money from a thankful family member, a future contact, etc.)

# CONSEQUENCES

**Success**: The party gets to where they need to go unmolested, be it the reactor, the prisoner cells, the arms room, etc. If there is a combat encounter maybe the GM gives them a ■ or ■■ on their initiative for being sneaky enough to catch the enemy unawares. Or grants them some other boon. There should be a positive outcome for success on the Skill Adventure.

**Failure**: They have a structured encounter with guards or security along the way. If the GM wishes failure could mean that the alarm has been sounded and the final encounter when they make it to their destination will be more difficult (more minions, more rivals, the enemies are prepared, they take ■■ on their Initiative or any combination of these).

# MASS BATTLE

Often times war and warfare are a set piece of a campaign or some culminating scene in which the adventuring heroes take part of some major battle.

This Skill Adventure allows the GM to create a streamlined yet exciting chance for PCs to partake in a battle of a cinematic nature without getting bogged down in an extremely long structured encounter.

This type of Skill Adventure could be utilized in almost any setting, from a fantastical medieval setting with knights and goblins to a galaxy far far away with ray guns and laser swords. Indeed, this Skill Adventure could even be used if the PCs are in vehicles from chariots to star cruisers--or even if the party is split up with some manning vehicles or mounts while others serve as lowly infantry!

## KEY SKILLS

**Alchemy**: Using potions or throwing bottles of burning Naphtha into a battlefield. In modern times this might be a rugged guerrilla throwing a Molotov cocktail or some deadly elixir in the future.

**Astrocartography**: If the battle takes place in space, this could be a useful skill for judging stellar phenomena or plotting a jump course that could catch an enemy off guard--or cut off their retreat.

**Athletics**: This skill might represent pushing, shoving, and kicking in a shield wall formation. It might represent navigating a battlefield, dodging and taking cover; sprinting in short spurts from strategic position to  strategic position.

**Computers**: In technology appropriate settings this might represent trying to jam enemy communications, boosting the performance of your own troops communication equipment, honing technology such as laser guided bombs or boosting shields.

**Coordination**: Much like Athletics, this could represent moving in unison with troops in formation while fighting.  It might represent navigating a battlefield, dodging and taking cover; sprinting in short spurts moving among enemy troops.

**Deception**: Trying to trick the enemy by a ruse (dummies dressed up as soldiers, adding extra banners to the army, adding extra heat signatures for enemy sensors, etc).

**Driving**: If the PCs are using vehicles this could be useful for helping the PCs achieve tactical victories--making their way quickly to vulnerable positions or alternatively moving to weakened enemy lines to launch attacks or drop off troops.

**Knowledge**: An appropriate Knowledge skill could help impart learning to the troops or help in the upcoming battle. A Warfare type skill would help with tactics, while in a fantasy setting a specific Knowledge might help understand how to counter an army of undead, etc.

**Leadership**: Rallying troops, organizing formations, and generally leading soldiers into battle. An excellent skill for this Skill Adventure.

**Magic**: In appropriate settings this might represent casting fireballs into enemy formations, shielding their own side's troops from volleys of enemy arrows, or creating dust clouds to conceal movements, etc.

**Mechanics:** In fantasy/low tech settings this might represent helping with siege weapons for field pieces (cannon or catapults) Could represent fixing chariots or wagons to transport troops. In technologically advanced settings this might represent ensuring vehicles run well, fixing damaged vehicles. In any setting this might represent making or disarming traps possibly placed on a battlefield from dead-falls to minefields.

**Medicine**: Treating the wounded, first aid, triage, and generally healing soldiers. The more soldiers helped--the more that can fight!

**Operating**: If the PCs are utilizing large vehicles this could represent navigating a sailing ship, a tank, a dirigible, or battle cruiser deftly on or above the field of battle.

**Perception**: A PC could try to look out for weaknesses in the enemy lines or spot troops that are wavering and that need reinforcements. It could be used to watch for a trap or to notice a key enemy lord or a defensive location.

**Piloting**: If the PCs are utilizing small vehicles this could represent navigating a small ship, a fighter plane, or star fighter deftly on the field of battle zooming about blasting enemy forces.

**Riding**: If the PCs are utilizing mounts this could represent charging their horse or camel at the enemy or using their swift mounts to screen troops or scout for the main body.

**Stealth**: Useful if a PC is trying to utilize surprise by sneaking around or through enemy lines. Perhaps they find a tree line that flanks the enemy formations in a pitched battle of medieval style. Or maybe they are able to sneak through the city sewers to launch an attack on enemy forces unexpectedly.

**Survival**: Helping navigate through wilderness to a strategic location. Leading soldiers through dangerous environments. Reading the weather or positioning soldiers in strategic positions (where the sun is facing the enemy's eyes, in natural cover on a ridge, etc).

**Vigilance**: Keeping a watchful eye on enemy movements. Trying to spot flanking forces or sudden weaknesses in your own lines.

# POSSIBLE SKILLS

**Social Skills: Charm**, **Deception**, **Coercion**, or **Negotiation** could play a roll depending on the situation. If someone wanted to give a rousing speech they might be able to use **Charm**, if they sought to deceive their beleaguered forces that allies are soon to arrive (when they won't) with **Deception**; to threaten those who would desert with **Coercion**, or try to keep the mercenary contract from ending with **Negotiation**.

## COMBAT SKILLS

Using Combat Skills is an excellet way to let the PCs stab and shoot their foes amid the chaos of a Mass Battle. Allow the use of these skills just as you would others in this Skill Adventure.

Just ensure that they do not repeat these skills over and over, or else run a structured combat encounter at that point.

Again--think narratively!

# COMPLICATIONS

**Upgraded:** Each check in this Skill Adventure should be Upgraded ● at least one time to represent the dangers of the Skill Adventure. Indeed, two or more Upgrades ●● may be more appropriate to represent the dangers of a battlefield. For ways to use ⊗ or ↻ look below.

**Incoming!:** The GM may flip a Story Point to call for an immediate **Vigilance**, **Athletics**, or **Coordination** check from all PCs to take cover from an enemy attack. Perhaps this represents a sudden salvo of missiles or artillery, a sudden ambush from an entrenched enemy, a volley of arrows, or some other foe.

On a Success ↻ is spent for Strain.

On a Failure ↻ is spent for Wounds (no Soak). If a PC rolls a ⊛ they may get one additional PC to safety. ⊗ could be spent as a Critical Injury.

If a PC rolls a ⊛ they may get one PC to safety--even if they fail the check this represents stepping in and taking the blow or knocking the ally out of danger.

**Hostiles:** If the PCs fail a check and ⊗ is generated the PC suffers 3 wounds (no soak) and suffers a Critical Injury. This represents that that an enemy got a suddenly lucky strike or shot off on the PC amid the roaring battle.

**A Close Shave:** If the PC succeeds but rolls a ⊗ the PC suffers 2 wounds (no soak).

**Hold the Line!:** The GM may flip a Story Point and call for an immediate Hard (♦♦♦) Leadership check from the PCs--they select one PC to make the check-- to rally a section of troops who seem overwhelmed.

On a Success every PC is granted a ■ on their next check.

On a Failure everyone is given a ■ to their next check. While Hold the Line! normally does not count as a Total Success or Total Failure if the PC succeeds with a ⊛ they gain one **Total Success**, representing a successful rallying of troops or a sudden important counter attack.

Conversely if they fail with a ⊗ the party accrues a **Total Failure** representing their troops in a key position have broken or have been overrun.

## MORAL CONUNDRUM: CAUGHT IN THE CROSSFIRE

The GM may flip a Story Point to introduce the following moral conundrum into play at any time:

The PCs witness a family caught amid the rubble of battle straining to stay out of harm's way from a firefight between an allied force and an enemy force. The PCs may select someone to attempt to rescue the huddled family. Doing so is a Daunting Challenge (●●♦♦).

Have them decided on an appropriate skill. Perhaps they will try to manhandle the family and carry them to safety with **Athletics**. Maybe guiding them by low crawling or slipping through rubble via **Coordination**, or trying to slink away through **Stealth**.

Whichever skill is decided on a failure  means a member of the family is killed by weapon fire. ⊗ means a Critical Injury on the PC, ♋♋ (even on a success) means a wound (no soak).

If they choose to forgo helping, they may gain an automatic Total Success on the Skill Adventure (as the enemy is busy fighting and endangering the civilians). However, each PC should face some inner conflict and/or have roleplaying repercussions.

If the group fails to reach a consensus but one volunteers or rushes out to help flip a Story Point to the Player's Side for their heroism.
If a huddled family doesn't make sense for the situation, consider adding an allied soldier (or group) who is wounded but cannot contact his companions over the den of battle.

Indeed, making it a wounded squad could turn this sudden side trek into a mini Skill Adventure all of its own. Consider letting each PC take part if you want to prolong it or give everyone a chance to throw dice. This might mean each PC attempts to guides a single civilian or wounded soldier to safety with their own check.

# CONSEQUENCES

**Success**: The party is able to win the day, or at least one important part of a battle. Perhaps the current battle calls for numerous Skill Adventures intermixed with structured combat encounters in order completely finalize the battlefield's victory.

On a success this represents that the PCs have been able to overcome the dire odds, taken a key objective, or accomplished what important aspect they may have needed to do. In addition to the story implications consider also choosing one or more of the following:

- **Victory!:** Ensure you flip at least one Story Point from the GM's side to the PCs side to represent a rallying of morale and that fate smiles on them.

- **Loot:** The PCs are able to acquire a piece of gear or coin as appropriate to the setting. You may want to plan for this ahead of time.

- **Allies:** The PCs earn the respect of an important NPC, perhaps they were saved by the PCs and owe them their life.

- **Renown:** The PCs gain fame for their exploits and the roleplaying repercussions that follow are beneficial. Perhaps they have songs sung of their glory or they receive accolades and promotions.

**Failure**: The side of the PCs are defeated, or at least one important aspect of the battle is dealt a disastrous blow. Perhaps the current battle calls for numerous Skill Adventures in order completely finalize the battlefield's victory or defeat. On a failure this represents that the PCs having been defeated, pushed back, or even captured. In addition to the story implications consider also choosing one or more of the following:

- **All is Lost!:** The GM flips one Story Point from the PC's side to his own to represent the doom and gloom of having lost the battle.

- **Broken:** A key item is lost from the PCs, a talisman, a quest item, a favorite pet, etc. Alternatively one piece of a character's gear (a weapon or armor) is damaged one step. This represents the grueling battlefield conditions and the hard fought battle.

- **How Are the Mighty Fallen:** An allied or friendly NPC is killed in the battle.

- **Shameful Display:** If the battle should have been won and the PCs failed to help secure victory they may face roleplaying repercussions. If the battle was particularly stacked against the PCs the GM should consider not choosing this, as defeat against superior odds does not mean dishonor.

# SIEGE WARFARE

In many settings or adventures the PCs are in a city that is besieged, or they are the ones laying siege to an important location. Much like the Mass Battle Skill Adventure this will allow the GM to generate an encounter where the PCs can actively take part in a siege. While this Skill Adventure provided gives examples for a typical medieval siege with a little thought it could be easily set in any setting.

# KEY SKILLS

**Alchemy**: Using potions to help the men on the wall or in the earthworks outside the city. Throwing bottles of burning Naphtha from the ramparts. In modern times this might be a rugged guerrilla throwing a Molotov cocktail or some deadly elixir in the future.

**Athletics**: While the attacker this might help represent moving a battering ram to the city gates, carrying ladders to the walls, or pushing a siege engine into place. While defending it might represent hurling stones into tightly packed enemies, carrying bundles of arrows to the defending archers on the ramparts, or loading engines on the towers to stones hurl into the foes.

**Computers**: In technology appropriate settings this might represent trying to jam enemy communications, boosting the performance of your own troops' communication equipment, honing technology such as laser guided bombs or boosting shields.

**Coordination**: While attacking this might represent climbing a siege tower or ladders to the battlements. While defending this could represent moving along the dangerous and crowded ramparts to deliver supplies or to get into a good position.

**Deception**: Trying to trick the enemy by a ruse (dummies dressed up as soldiers, adding extra banners to the army, adding extra heat signatures for enemy sensors, etc).

**Knowledge**: An appropriate Knowledge skill could help impart learning to the troops or help in the upcoming battle. A Warfare type skill would help with tactics, while in a fantasy setting a specific Knowledge might help understand how to counter an army of undead, etc.

**Leadership**: Rallying troops for the assault or defense, organizing formations to scale the walls or leading men to protect a breech, and other generally accepted conventions for leading soldiers into battle.

**Magic**: In appropriate settings this might represent casting fireballs into enemy walls if attacking or shielding their own side's troops or defenses from volleys of enemy arrows or stones, or creating dust clouds to conceal movements, etc.

**Mechanics:** In fantasy/low tech settings this might represent helping with siege weapons unless the Gunnery Skill is used. In technologically advanced settings this might represent ensuring vehicles run well, fixing damaged vehicles. In any setting this might represent making or disarming traps possibly placed on a battlefield from deadfalls to minefields.

**Medicine:** Treating the wounded, first aid, triage, and generally healing soldiers. The more soldiers helped--the more that can fight!

**Perception:** A PC could try to look out for weaknesses in the enemy lines or spot troops that are wavering and that need reinforcements.

**Stealth:** While attacking this might represent trying to sneak up to the enemy defenses, maybe by darkness or through secret tunnels or sewers. While defending this might represent hiding from enemy view to launch a sally or sudden attack from the walls in force unexpectedly.

**Survival:** While attacking this skill could be used to help the besieging army forage for supplies as they lay siege to the city. While defending this might represent scavenging goods or even hunting rats!

**Vigilance:** Keeping a watchful eye on enemy movements. Trying to spot flanking forces or sudden weaknesses in your own lines or sudden attempts to scale the walls or to be aware of forces sallying out.

# COMPLICATIONS

**Upgraded:** Each check in this Skill Adventure should be Upgraded ⬤ at least one time to represent the dangers of the Skill Adventure. Indeed, two or more Upgrades may be more appropriate to represent the dangers of a battlefield. For ways to use ⬡ or ⊗ look below.

In Addition to the **Upgraded** Complication utilize the following Complications under Mass Battle: **Incoming! Hostiles! A Close Shave,** and **Hold the Line**.

**Hunger Pains:** The GM may flip a Story Point and call for an immediate Hard Resilience ◆◆◆ check from each PC. This check represents hunger for those under siege as the lack of nutrition affects those trapped in the walls.

On a failure each PC takes at least a ◼ on ALL of their checks. On a ⊗ they upgrade ⬤ their checks by one. At the GM's discretion this check might be used even if the PCs are the ones laying siege, as supplies may run low as the besiegers' food dwindles, representing a prolonged siege.

# CONSEQUENCES

For **Consequences** consider those of the Mass Battle.

# TRAINING A MILITARY FORCE

This Skill Adventure represents the party training a military force of some kind. Perhaps it's a rag tag cell network of resistance fighters, a group of pirates, or local townsfolk hoping to fend off slavers.

This Skill Adventure can be a useful way of representing a training montage over days or weeks. Indeed, this Skill Adventure has plot opportunities to spiral what might otherwise be a one time check into a miniature campaign (or at least a session or two worths of adventures!).

# KEY SKILLS

**Alchemy:** Making Molotov cocktails in the modern era or using naphtha or Greek fire (or equivalent) in a fantasy setting. Showing the soldiers or townsfolk how to utilize and create such weapons. Or the use of potion making.

**Athletics**: Training the would-be troops and turning mush into muscle. This represents physical training exercises to increase the troops physical abilities.

**Computers**: Training the troops on how to work radio equipment, scanners, and how to counter such activities from the enemy.

**Coordination**: The alternative to Athletics, this focus on being nimble on the battlefield. Showing recruits how to rush from cover to cover, dodging weapon strikes, and working on their fighting stances.

**Discipline**: Straining the nerves of the recruits will help steel them for battle. This may come as physical or mental exercises or drills requiring grueling tasks, mundane activities, or fear inducing hazing.

**Driving**: Training would be recruits or soldiers on how to operate vehicles is important in military forces with vehicles.

**Leadership**: An excellent skill for this Skill Adventure. This represents training the troops, getting them organized, and preparing them for military duties from combat missions to logistics. Drilling recruits in orderly marching, formations, etc.

**Magic**: Use of magic may be specific to each setting. Perhaps its healing magic for those injured from training, giving tips on how to fight magical foes, casting spells to fortify the defenses or to lay wards, etc.

**Mechanics**: Might represent showing recruits how to work with and counter explosives. Could represent how to build booby-traps or even fortifications. This skill could be used to operate heavy weapons like siege equipment if Gunnery is not appropriate.

**Medicine**: Teaching soldiers how to perform first aid or if the troops need actual medical attention this could also be used to represent tending to casualties.

**Operating**: If the PCs are training the crew of a large vessel in space or at sea (or in the air if a dirigible) this skill would represent showing them how to operate the vehicle smoothly, working on drills, preparing boarding actions, standing by to repel boarders, etc.

**Perception**: Training soldiers how to be on the lookout, how to spot for important features such as vehicle types, weapons, uniforms, etc. Essentially like scouting.

**Piloting**: If the PCs have aircraft and pilots to train-- this would be key. Could possibly be useful for training soldiers or marines (pirates or what not) how to handle themselves on board ships or how to operate ground vehicles properly.

**Resilience**: Similar to Athletic this skill represents honing the soldiers' ability to push through pain and stress. Might represent long marches with heavy packs, carrying logs long distances, or some other grueling event.

**Riding**: If the party is training a force of mounted knights or mounted yeomen this could be a key skill. If the units have mounted creatures or pack animals this could also be relevant.

**Skulduggery**: Could be used to teach soldiers how to spot security emplacements and how to counter them.

**Stealth**: Teaching the art of sneaking is an age old art for warriors. This might include teaching soldiers how to move by sneaking or even represent the group preparing positions by camouflaging them.

**Survival**: How to survive in the wilds or to notice enemy movements and track those movements could prove valuable.

**Vigilance**: Much like Perception, Vigilance here represents how the troops would behave if faced with a sudden shock. Perhaps this skill represents drills for sudden attacks or how to avoid ambushes.

# POSSIBLE SKILLS

**Charm**: Represents giving rousing speeches and finding recruits.

**Coercion**: Keeping recruits in line or scaring people into joining the military force (or making sure they don't desert).

**Deception**: Could be that a PC is giving false hope, or is actually attempting to shanghai recruits into service.

**Negotiation**: Might represent acquiring the gear needed to train the would-be soldiers. Might represent acquiring mercenaries or services needed for a military force.

# COMPLICATIONS

This Skill Adventure has the potential to give numerous side bar missions. Indeed—training a military force could take numerous sessions as desired with a number of Skill Adventures built into the various sessions (rather than relying on one).

The following are adventure seeds that might be useful to break up the Skill Adventure or add to it.
Feel free to make this Skill Adventure a number of times.

For instance, the PCs could conduct the Skill Adventure then you could have a combat encounter, representing the trainees running into an enemy patrol as they train. Resolve a Combat Encounter as normal then start the Skill Adventure anew or continue (if you have created a longer more complicated Skill Adventure).

**Desperate Need of Supplies:** Perhaps the party is training a lowly rebel cell with few resources, or they are on some backwater planet where the inhabitants of a dusty village desperately needs supplies to help train or even just survive. This might spark an adventure it is own right.

**Enemy Patrol:** The PCs conduct an encounter with the enemy. Depending on how the PCs have done in the Skill Challenge you may increase or decrease the quality of the troops at hand as desired. For instance, maybe the PCs fail the Skill Adventure and the troops under them take a ■ or ■ ■ for their poor training or morale.

**Training Dummies:** The GM introduces a "mock" battle using stun or blunted weapons. Essentially this lets the PCs fight against the trainees (or even PCs splitting up and fighting against each other as they lead various military forces).

You can use squads of minions to give the feel of a large force, or utilize some appropriate mass combat Rules.

Essentially track wounds as normal and just tell the players that no one will be killed (it is essentially a wargame—either through virtual training or the use of stun settings, or blunted weapons, etc.). This can be an enjoyable way to introduce a combat encounter without the danger of PC death.

**Mutiny:** Perhaps the GM wishes to add in this complication to introduce a social encounter or two. A person inside the organization is causing trouble. The PCs need to find out who it is and handle it. If they are leading a pirate crew, this may mean a quick trip with the leaders to the airlock or plank, if its a militia or some military group this could mean a court martial or a solid beating and/or convincing. This could also be tweaked to have spies within the organization that need to be found out. In either case consider some Roleplaying elements and key NPCs for this to happen smoothly.

**Degrees of Success and Failure:** The GM may want the number of TF and number of TS to matter in some way. Perhaps if the PCs succeed with no TF at all they are able to bring very well trained, perhaps even elite troops to the future battle. If they fail with few successes conversely, they may have poorly equipped troops with no chance of success, ready to run at a moment's notice.

## DEGREES OF SUCCESS AND FAILURE EXAMPLE

*Example 1:*
*The PCs have found themselves in an Old Western town of Cederbluff, they have been hired by the townsfolk to help drive off the local bandits led by the vile Billy "Black" Blithe.*

*The GM calls for an Easy Skill Adventure (5 TS before 3 TF) to train the local townspeople.*

*The PCs receive 5 Total Success--enough for a successful Skill Adventure--however, they had 2 Total Failures, so it was a close call. They are only barely able to train the town. The townsfolk will all receive a ■ on their checks or the GM might make the townsfolk a bit more hardy in any coming battles.*

*If the PCs had had no Total Failures then the GM may have declared that a significant portion of the townsfolk had prior military service and turn out to be a stronger force than anticipated.*
*(Upgrading the Statblock or Skills of the townsfolk).*

*Example 2:*

*The PCs are in a Space Opera setting, they are privateers fighting for a rag tag rebel group. They hire a new group of cutthroats to try and have them join their forces.*

*The GM calls for an Easy Skill Adventure (5 TS before 3 TF) to train the pirate crew into respectable privateers.*

*The PCs fail the Skill Adventure with only a single Total Success.*

*The GM declares that the would-be privateers are all lily livered scoundrels and they are significantly less useful in combat--either gaining numerous ■ or having a less than desirable stat block (less Wound Threshold, Less Soak, less Skill, etc).*

# CONSEQUENCES

**Success**: The party is able to train up the troops needed for the coming action. Perhaps it's to help protect a vital area, carry out insurgent operations, or to crew their pirate (or Privateer) vessel.

If the GM is using Degrees of Success and Failure this may affect a mass combat by appropriate increases to the Dice Pool or 🟡 or the addition of 🟦 . If the GM is using troops for Squad Combat then they may consist of regular or veteran soldiers.

**Failure**: The party is unable to adequately train the soldiers, militia, or pirates, etc. needed to help in the coming action.

If the GM is using Degrees of Success and Failure this may affect a mass combat by appropriate increases to the Challenge dice pool or Upgrades 🔴 or the addition of one or more ⬛ . If the GM is using troops for a combat encounter then they may consist of irregular or sub-par soldiers.

## MORAL CONUNDRUM: FEAR WILL MOTIVATE THEM

Using Fear as a motivating factor is a common tactic. But inducing fear in others and preying upon the fears of sentient beings is bound to draw upon darker emotional forces and incur a negative reputation.

The party may choose to use fear and dread to help maintain a military force. Doing so gives an automatic Total Success, but could have roleplaying repercussions or create moral conflict.

# NAVIGATING A BATTLEFIELD

Sometimes it can be difficult for GMs to express moving through a hostile area with a single roll. A GM might call for say Survival check but this can be disappointing or not reflect the dangerous area enough. Likewise, making prolonged combat encounters can be cumbersome and handwaving movement across a dangerous area can often cheapen the experience or feeling of risk involved

This Skill Adventure represents the party moving across a battlefield of some sort. The GM may tweak this Skill Adventure to present it in an urban setting, a forest setting, or even a moonscape battlefield of a no man's land. If the PCs aren't in a battlefield per say but are in dangerous slums like the lower levels of sprawling urban sci-fi city this may also be utilized if you work it well.

# KEY SKILLS

**Alchemy**: Using fire pots of burning naphtha or Molotov cocktails may be a reason to use Alchemy as they move.

**Athletics**: Using physical skills to crawl over walls, hoist companions over barricades or dash quickly from cover to cover.

**Computers**: Using scanners to pick up on enemy positions or to use communication equipment to help traverse the battlefield safely.

**Coordination**: Crawling under razorwire or squeezing through old sewer pipes to avoid dangerous areas. Bounding and leaping from crater to crater or cover to cover much like **Athletics**, but relying on agility rather than pure strength.

**Discipline**: Keeping one's wits about them and staying calm during the unnerving movement through a battlefield might be an appropriate check.

**Deception**: Causing a distraction or rouse to bypass an enemy position. This could be anything from throwing rocks to distract guards, or holding a helmet out on a stick for a marksman to snipe (thus revealing or giving time to bypass them).

**Driving**: If the PCs are in a vehicle or are guiding or protecting a vehicle this might represent being a ground guide over rough terrain or even fighting from the vehicle. However, if the party is based entirely out of a vehicle consider tweaking the Vehicle Chase Skill Adventure.

**Knowledge**: Using appropriate knowledge to traverse the area may prove useful. A Knowledge warfare check might provide excellent tactical thinking while a Knowledge Lore might provide some information about hidden pathways, etc.

**Leadership**: Organizing the group and ensuring teamwork is utilized to bypass dangerous areas or to oversee who is covering what positions as the group moves. Staying in communication with higher command or other troops in order to traverse the battlefield efficiently.

**Magic**: In a magical setting this might be used to help shield the PCs from enemy fire or from physical dangers. Could be used to mask or conceal their presence.

**Mechanics**: Disarming booby-traps, bypassing physical barriers such as razerwire, tank traps, barricades, or fallen debris. Might be utilized to help cover one's retreat by planting mines or traps of their own in order to avoid being flanked. If utilizing vehicles this might represent ensuring their maintenance and care.

**Medicine**: Taking care of wounded soldiers, perhaps those in the current group or trying to help soldiers whom they pass by. Preforming first aid and triage as appropriate.

**Perception**: Actively looking for easier avenues to move through or to look for enemy positions.

**Riding**: If using mounts this may represent the PC trying to keep them from being spooked by the enemy or helping to traverse the battlefield safely while riding a mount.

**Skulduggery**: Useful for avoiding enemy security countermeasures. Bypassing probes or traps.

**Stealth**: Helping the party sneak by leading the way can help avoid detection or danger. Might represent using camouflage in the jungle or simply moving sneakily through the rubble of a war torn city.

**Survival**: Useful for watching for enemy tracks, setting booby traps, and otherwise general navigation through a hostile environment.

**Vigilance**: Being on alert for enemy attacks. Watching for roving patrols or probe robots, etc.
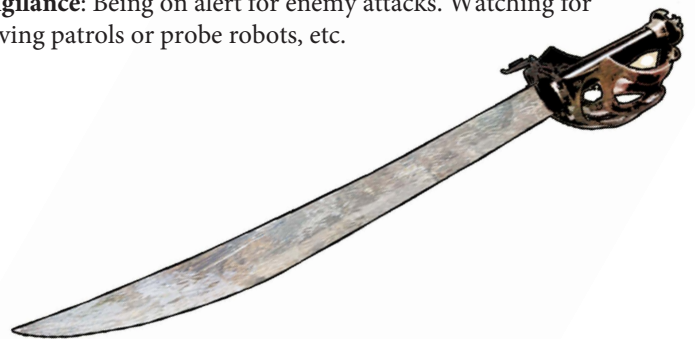
# POSSIBLE SKILLS

**Resilience**: Helping carrying a weaker comrade's pack, hauling a heavy crew served weapon, supplies, etc. This represents physically slogging through the travel on sheer determination and endurance. However, it may be more appropriate to call for Resilience checks via **Complications** of the Skill Adventure (See Below)

**Social Skills:** Depending on the battlefield's location Social Skills might come into play. Such skills might be used to convince the locals to provide a guide. Or get the locals to cause a distraction. It might be useful to simply gain more intelligence on the area. If the territory is the PCs homeland or allied to the PCs this check should be adjusted appropriately. Likewise if the PCs are the invader or "the other" then perhaps they ask local partisans who lead them into an ambush or give them information leading them into a minefield on a ⊗.

# COMPLICATIONS

**Upgraded**: This Skill Adventure should have at least one Upgrade ● to represent the hazardous nature of the Skill Adventure. Depending on the conditions the GM may freely Upgrade more than once.

**Came Outta Nowhere:** If a ⊗ is rolled (even on a successful check) the GM may inflict the PC with a Critical Injury from a sniper lying in wait, a booby-trap, a sudden skirmish from an enemy patrol or some appropriate foe.

**Incoming!:** The GM may flip a Story Point to call for an immediate Vigilance, Athletics, or Coordination check from all PCs to take cover from an enemy attack. Perhaps this represents a sudden salvo of missiles or artillery, a sudden ambush from an entrenched enemy, a volley of arrows, or some other foe.

On a Success ⟳ is spent for Strain.

On a Failure ⟳⟳ is spent for Wounds (no Soak). If a PC rolls a ✹ they may get one additional PC to safety. ⊗ could be spent as a Critical Injury.

If a PC rolls a ✹ they may get one PC to safety--even if they fail the check this represents stepping in and taking the blow or knocking the ally out of danger.

**Tuckered Out:** During the Skill Adventure at any time, the GM may spend a Story Point to force ALL PCs to make an immediate Resilience Average (♦♦) Check. If they fail they are winded, and take a ■ on ALL future checks representing they are exhausted. ⟳ may be spent to give a ■ to their next check or give them strain. ⚔ should give them a ■ to represent a second wind.

## COMBAT SKILLS

Seeing as the PCs are moving through a battlefield or hazardous area they may make an appropriate **Combat Check** to represent the occasional skirmish without delaying the pace of the game with a fully structured encounter.

Remember, it's a baseline skill check with no Aims or use of special Talents that would otherwise affect structured encounters.

Narratively using combat related skills represents moving, taking cover, dodging, and fighting all in one check so the regular check for a structured combat roll would be inappropriate.

**Collateral Damage:** Any ⊗ or ⟳⟳⟳ on a Combat Check might represent hitting a civilian target. This could give social implications (moral conflict) in lieu of a Critical Injury.

**Squaddies:** If the PCs are moving with a body of troops then each ⊗ or ⟳⟳⟳ might represent not a wound to them—but a trooper who gets wounded or killed. The PCs may, at the GM's purview, make an immediate Daunting Medicine Check (♦♦♦♦) to save or stabilize the fallen soldier.

**Razorwire**: The GM may spend a Story Point and call for an immediate Athletics or Coordination check (●●■) for the PCs to have a chance encounter with a field strewn with barbed wire, razorwire, tangle foot, or other passive defensive works like punji pits, sharpened stakes, etc. that they must pass through. A Failure means the PC takes 2 Wounds (no soak).

⟳ can be spent to give strain (on a Success) or on a Failure for one wound (No soak). ⊗ means they have mangled their equipment or uniform and take a ■ on ALL future checks of the Skill Adventure. On a Success they manage to navigate the area safely. If the PCs have tools appropriate (such as wire cutters) they may add ■ or even ■■ depending on their gear.

If a PC rolls a ✹ they are able to get one person safely through, even if they get snagged themselves (on a failure).

This check does not count for a Total Success nor for a Total Failure.

## BATTLEFIELDS INCALCUABLE

The varied settings that Genesys ruleset allows means that some Skill Adventures will have to be particularly tweaked to ensure it is characteristic of the environment.

Feel free to borrow from other Skill Adventures Complications as well as create your own. Below are a few unquie options.

**Trench Warfare:** Many battlefields from bygone times to the grim future of a Space Opera boil down into horrific trench warfare. Use the **Incoming**! and **Razorwire** Complications more frequently. Consider adding a Special condition for Trench Warfare specific environments:

**No Man's Land:** The PC may leave their trenches for No Man's Land to reach their desired area faster, however, they must Upgrade their check twice. If they are successful they may **remove** a **Total Failure** as well as gain a **Total Success**. Consider also making any Critical Injury here given with a +20 to the roll to represent the dangers of crossing No Man's Land.

**Jungles/Forests/Any hostile environment:**

**There's Always a Bigger Fish:** For environments with particularly hostile wild life—Flip a Story Point and force the PCs to roll an appropriate Vigilance Check to avoid being stalked by a creature. On a Failure they are attacked and take 4 Wounds (no Soak). ☇☇ may be used for wounds. ⊗ means a Critical Injury from a particularly nasty pounce or claw. While ❁ means a PC can help a fellow player avoid the attack entirely.

## THE HORRORS OF WAR

Each table will have a different take on how they want to implement horror elements. Perhaps you are using the optional Sanity rules form the Core Rulebook, or perhaps you are using some other system. In either case, adding a sense of horror and dread to traversing a battlefield can set a serious tone.

Traversing a battlefield gives the GM opportunities to present horrific scenes of violence and death. These can be used to force Fear Checks.

These checks can add to the narrative by forcing the party to face their fears, or to help them inspire their compatriots to suppress their terrors.

Likewise this allows the GM to present a more gritty level to the battlefield and the horrors represented by the constant killing and dying of sentient beings.

At the GM's decision they may forgo use of this mechanic.

**Wars Do Not Make One Great:** The GM may flip a Story Point to present a graphic image to the players. Perhaps they suddenly come upon the body of a young soldier, torn in pieces and flies devouring him. Maybe the party has taken cover in a shell hole only to find it littered with broken corpses of those who, like them, sought shelter.

Each PC must make a Hard ◆◆◆ Discipline (or Cool if they are prepared) check. This is a Fear Check or might be used with the Sanity rules. Likewise this could create moral conflict or role playing repercussions depending on the setting.

# CONSEQUENCES

**Success**: The party is able to make it to their desired location. Perhaps a forward position ready for more adventure, an advanced trench, or through the siege-works into a besieged city. Maybe this leads into the middle of a structured combat encounter like a final assault on an enemy position. If the GM is using the Squaddies Special Condition they may have varying levels of success (such as how many troopers made it to the front lines or to the battle).

**Failure**: The GM may have dire consequences for failing this Skill Adventure. Perhaps a structured encounter, where the PCs are at poor odds or are ambushed. Maybe it means the party was lost and must try the Skill Adventure again. If using some level of varying degrees of success and failure the GM may say that they get to the friendly position only to see it overrun by the enemy, or possibly wiped out by devastating artillery. Failure could represent a loss of NPC allies or supplies, wealth, renown, etc. These results from this Skill Adventure should be planned ahead per each situation.

# TRAVEL SKILL ADVENTURES

## TRAVEL SKILL ADVENTURES INTRO

The following Skill Adventures are presented in order to let the GM make travel a bit more interesting. Often times travel is reduced to a single roll or sometime it is hand-waved entirely. Both options are certainly viable, however, on occasion the GM may want to introduce a Skill Adventure to add depth to the experience of the PCs.

This allows the Players to feel that a journey is more than a simple box text or that they get to feel some sense of adventure or risk from travel.

Sometimes the road to the final destination can be just as adventurous as the end point.

The Skill Adventures listed here can be tailored to almost any theme. Traveling on a desert planet in a hard sci-fi or space opera setting can look very similar to a merchant caravan moving across the dunes of a dark fantasy world.

Each Skill Adventure offers Complications that can be mixed and match at the GM's desire.

# ASTEROID FIELD

This Skill Adventure represents travel through some interstellar objects or phenomena. Perhaps the PCs are forced to fly through an asteroid field to avoid pursuit or perhaps they are trying to navigate it to get to a desired point.

For some settings this could be tailored to planetary flying. Steampunk vessels could try to avoid floating islands or it could represent flying through a dangerous cavern. Likewise with fantasy settings it might represent flying on the backs of dragons or magic carpets through hazardous areas above ground (or even through subterranean chasms!). Indeed- this Skill Adventure could easily represent traditional sailing vessels amid a storm.

# KEY SKILLS

**Astrocartography**: Use this skill to utilize recent navigational computer information on the stellar movements of asteroids, perhaps finding the areas least dense of floating rocks or other debris.

**Computers**: Use of ship's scanners to find and avoid asteroids. Could represent helping with targeting computers for gunners or help with the pilot's ability to maneuver by giving additional vectors to approach or avoid.

**Gunnery**: Using the ship's turrets or weapon systems to blast incoming asteroids or to clear a path is a useful skill.

**Knowledge**: Appropriate Knowledge skills might symbolize recalling information about the asteroid belt, old ship logs, legends, or official records, etc.

**Leadership**: Directing the actions of the crew, ensuring good communication and teamwork is a valuable skill. This could be directing fire on approaching asteroids, talking to maintenance about damage reports, or keeping informed with navigation from a pilot or co-pilot.

**Mechanics**: Ensuring ships systems are fully operational or that any damage done to the ship can be mitigated.

**Operating**: As piloting, but for larger craft.

**Perception**: Trying to search for a path through the asteroid field through view ports or cockpits, a visual check may help avoid danger.

**Piloting**: This is a key skill for navigating the dangers of the asteroid field by weaving and dodging actively, trying to get the shortest route through the dangerous areas.

**Vigilance**: Much like Perception, keeping an eye out for incoming asteroids might avert disaster.

# POSSIBLE SKILLS

**Cool** or **Discipline**: Staying calm under pressure may be an important part in building the tension. Consider the use of these skills for the crew, the pilot in particular.

**Stealth**: If the party is trying to move through an asteroid field undetected this could be a skill that might find some use, from the pilot--to fly stealthily--or from a computer operator trying to mask their presence.

**Knowledge Skills:** Depending on the setting or area a Knowledge underworld might help a space opera crew navigate through the area by utilizing old smuggler's routes or an appropriate knowledge might help detect patterns in the derbies.

**Social Skills:** If the party has passengers they may wish to keep them calm. While Leadership is a more appropriate skill, Charm or Deception may be used if the GM allows to represent calming the passengers with encouraging words (Charm) or lying through their teeth that everything is going to alright (Deception).

# COMPLICATIONS

**Upgraded:** This Skill Adventure should have at least one Upgrade 🔴 to represent the hazardous nature of the Skill Adventure. Depending on the conditions the GM may freely Upgrade more than once.

**3,720 to 1:** Every check that involves a ⊗ means the ship takes a Critical Injury. At the GM's discretion or to represent a very dangerous area  and ramp up tensions--add +20 to each Critical roll.

**Strain Suckers!:** The GM may spend a Story Point to have Strain Suckers, a type of stellar leech, stick onto the ship. The PCs must select one PC to make an Immediate check to dislodge the creatures.

A Hard **Piloting** check (♦♦♦) or **Gunnery** check (♦♦♦) is required to shake off or scare the creatures. On a Failure all checks for the Skill Adventure suffers ■■, representing a loss of power.  ♺ can be spent to suck system strain or add ■.  At the GM's discretion the PCs may spend a Story Point to try this check again and remove the setback dice.

This check does not count toward **Total Success** or T**otal Failure** unless the GM desires it to.

**Watch out!:** The GM may flip a Story Point to call for an immediate Hard Pilot Check ♦♦♦ from  the pilot to avoid a sudden dangerous asteroid. Failure means everyone is suddenly jolted and takes a ■ on their next check.

# CONSEQUENCES

**Success**: The PCs are able to navigate the asteroid field and reach their destination be it the planet beyond or a hidden smuggler base inside, or maybe they are able to shake someone chasing them.

**Failure**: If the PCs fail but the GM wants them to be able to survive the asteroid field they take a single Critical Injury on their ship (+30). If they are unable to make it through the asteroid field and their ship is destroyed have every PC make a **Coordination** or **Athletics** check to get to an escape pod, failure represents taking damage from the failing ship and means a Critical Injury. Maybe their pod can make it the planet or alternatively the PC's ship crashes and a new adventure awaits!
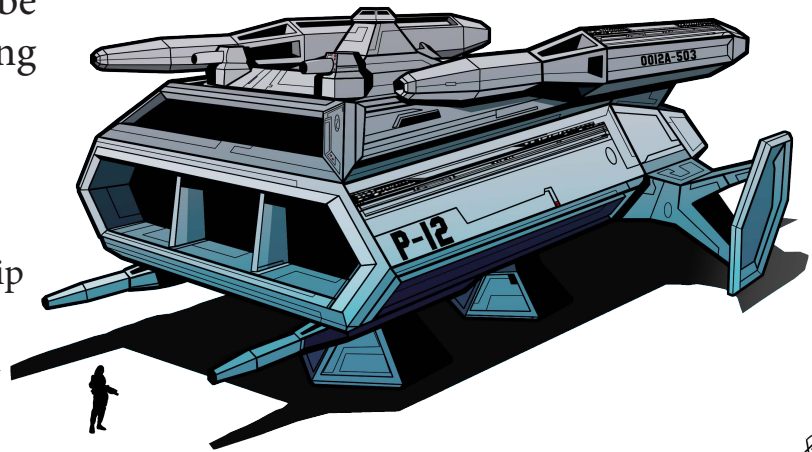


## MORAL CONUNDRUM: ABANDONED SHIP?

Introduce a feint signal to the PCs via their scanners. A heavily damaged ship is floating among the asteroids. Scanners report minimal life signs and power is in emergency mode. However, the area the ship is in is extremely filled with asteroids, perhaps the reason its there in the first place. Further scans report that the ships communications array is damaged and cannot send or receive transmissions, yet another reason this derelict ship may be floating. Spacer tradition, like ancient naval tradition, is to always help a vessel in need. To approach the ship is a ⬤⬤⬤Piloting check. On a failure they take a Critical Injury to their ship, but otherwise get in range to board. The party can choose to ignore the vessel for an automatic Total Success, as they bypass the dangerous cluster of rocks. If they do so they face an inner moral conflict and possible role playing reprocussions.

Who exactly inhabits the ship is up to the GM. Perhaps a survivor who has gone mad, a person in stasis, perhaps it's just a loyal animal that remains behind just able to tear apart ration packs to survive. The GM could flesh out a whole adventure in and of itself as they explore the derelict ship.

If you just need something quick consider a contracted surveyor who wrecked amid the asteroid field and is hurt. They are thankful and may be a recurring NPC or a good cantina story.

# DESERT TRAVEL

Desert travel can be found in nearly any genre of game. From a Space Opera with giant sand worms to a fantasy setting with nomadic tribes or merchant caravans. Use this Skill Adventure to represent days or weeks of travel rather than just having a PC make one Survival check. Remember, Skill Adventures are helpful in adding depth to travel rather than just hand waving the experience away.

Maybe you have the PCs conduct multiple Skill Adventures representing their journey from a watering hole to a new oasis, then a final one to their main destination intermixing social and combat encounters along the way.

# KEY SKILLS

**Athletics**: This represents hauling extra equipment for weaker companions, moving efficiently through rough terrain, or otherwise just using brawn to move through the scorching desert.

**Computers**: Useful in detecting life signs to prevent being surprised, or could be used to help find whatever they are looking for (scanning for a ship's remains or some particular signature like a hideout).

**Coordination**: Much like Athletics this represents moving with agility across narrow ledges, along dangerous gorges, or nimbly among rocky outcrops, etc.

**Deception**: If the party is trying to hide from unwanted attention this might represent hiding foot tracks, ensuring the party walks single file to hide their numbers, or taking more concealing paths.

**Knowledge**: Appropriate Knowledges might help point the party to key locations or points of interests or help guide them through landmarks, might allow the party to know about the local flora and fauna in order to avoid or exploit it as needed (such as finding water from certain plants).

**Leadership**: Organizing the group as they move, ensuring everyone is doing their part, getting guard shifts in order, and otherwise looking after the expedition.

**Magic**: In an appropriate setting Magic could be utilized to provide shelter from the sun, conjure water or provisions, or help stabilize areas of quicksand or other dangers.

**Mechanics**: Maintaining the party's equipment could make this skill useful. If the party has robot allies they might be able to use this to ensure they work properly during the trek.

**Medicine**: Represents ensuring everyone is hydrated and cared for, watching for dangerous plant life or apply mundane bandages to the bumps, cuts, and bruises gained along the way.

**Perception**: Looking for better paths or helping to seek out shelter. Trying to spot enemies.

**Resilience**: Being able to shrug off the effects of the desert by sheer toughness. Pushing the limits of their endurance.

**Riding**: Useful for handling animals (mounts to pack animals) along the journey.

**Stealth**: Helping the party to move silently could help prevent being spotted by enemies or creatures.

**Survival**: Very useful for finding suitable paths or watching for hostile tracks to avoid certain areas. Represents helping the party forage in the sparse desert, helping follow tracks if needed, etc. This skill will shine during such a Skill Adventure.

**Vigilance**: Being on guard for an attack from enemies or creatures of the desert.

## WHY WALK?

For Space Opera or Hard Sci-fi settings there might be a question of--why trek across a desert?

The following are some ways to make your PCs have to hoof it.

Winding rocky caverns (which does not allow vehicles to land) block most movement for space craft.

To increase the odds of stealth. Parking their ship and hoofing it on foot is much less noisy.

Heavy Ion Storms in the region which wrecks vehicles.

Religious or local custom forbids flying over the area.

# POSSIBLE SKILLS

**Charm**: Might be used to encourage the party, as if singing songs and entertaining the group as they travel, much like a bard.

**Ranged [Light]** and **Ranged [Heavy]**: The GM might allow a player to help forage through the use of their weapons. However, life is sparse in the desert and this check should be increased and probably upgraded or have a considerable number of ■.

**Social Skills:** An excellent break from days of hard travel, a social encounter may give the talkative characters of the party a chance to chat up a stranger, to learn more information or introduce good story hooks.

Some ideas for individuals that the party might meet along the way could be a traveling merchant, a surveyor, a hunter, a hermit, etc. Be sure to flesh out any such NPC the party may meet ahead of time.

# COMPLICATIONS

**Desert Heat:** The heat of the desert should impose at least ■ or ■ ■ perhaps . Remember however that some species or races may remove these setback for their species specific traits; if so allow them (individually) to remove it.

**Buck Wild:** Assuming the PCs have mounts or beasts of burden the GM may spend a Story Point and have one PC (chosen at random or GM choice) to have to control a wild animal, spooked by some critter or something else. A Hard (♦♦♦)**Survival**, **Riding**, or appropriate check (agreed upon by GM). Failure indicates the beast has either fled with equipment, perished off a crevasse, or injured the party member , they add ■ ■ to all further checks.

**Quicksand!:** The GM may allow any roll of a ⊗ to trigger **Quicksand**! The PC must make an immediate Hard (♦♦♦) **Vigilance**, **Athletics**, or **Coordination** check to avoid falling into a deadly area of quicksand. On a failure, the PC takes 5 Strain, with each ⟳ causing additional strain.

**Tuckered Out:** During the Skill Adventure at any time, the GM may spend a Story Point to force ALL PCs to make an immediate **Resilience** Average (♦♦)Check. If they fail they are winded, and take a ■ on ALL future checks representing they are exhausted. ⟳ may be spent to give a ■ to their next check or give them strain. ⋀ should give them a ▩ to represent a second wind.

**Well Prepared:** If the PCs took time to prepare for the journey with equipment specific to desert travel then allow them to add a ▩ to all checks. Alternatively you can simply remove one ■.

**Mirage**: The GM may spend a Story Point to make every PC to make a Hard (♦♦♦)**Discipline** check to ascertain what they see is real or not, their vision distorted by the overwhelming heat of the sand and sun.

On a Success they are clear headed enough to continue on without getting side tracked.

On a Failure they have succumbed to a momentary loss of sanity and have done something to jeopardize their safety or interest, they take 3 Strain. ⟳ may be spent on wounds or strain. A ⊗ might mean they have taken a very foolish act and injured themselves critically, broken a weapon or tool. When in doubt simply Upgrade their next check.

Ensure you think of some concepts of what exactly the PCs might see so that they can role play the situation. Think of the PCs background--of important people in their back stories or important events. If the PCs do a particularly good job Role playing--consider flipping a Story Point in their favor.

# CONSEQUENCES

**Success**: The Party is able to get to their destination safely. Perhaps it is just one leg of their trip and they must continue on with another Skill Adventure. Perhaps they are able to cut off the bandits they have been tracking and they are given a distinct advantage in a coming combat encounter.

**Failure**: The PCs get lost and spend far too much time. They may lose resources or they simply reach their final destination exhausted--lower their strain threshold by at least 2 until an appropriate time. Having a combat encounter is also a good option. Perhaps they are ambushed by bandits or stumble upon the hunting ground of a vicious desert beast.

# FOREST TRAVEL

In this Skill Adventure the PCs are traveling through a forest. Perhaps it's the haunted woods that every villager warns you not to go through or it could be infested with insurgent forces? Maybe, it's just a part of the journey. In any case its assumed that the forest is too thick for hovercraft or major vehicles to traverse or they have to hike a good distance from a good landing area for their ship. This type of travel could narratively take hours, days, or even weeks.

# KEY SKILLS

**Alchemy**: Spotting poisonous planets or attending the party with poultices and remedies for the regular aches and pains of long travel.

**Athletics**: Moving through rugged or dangerous areas such as ravines or dead fall might require some raw physical strength.

**Computers**: Using scanners or a GPS in more advanced settings might be useful to spot wildlife or help navigate.

**Coordination**: Much like Athletics, moving across gorges or crags, balancing across a tree over a river, etc.

**Driving**: If the GM determines that moving vehicles through the forest is possible this could represent guiding the vehicles through the forest properly.

**Knowledge**: An appropriate knowledge skill could help quicken the travel or at least point the party in the right direction. Recalling histories learned in chained libraries or accessing Internet uplinks, etc.

**Leadership**: Organizing the party as they move through the forest, organizing watches at rest time, ensuring the party is working together.

**Magic**: Many varied uses for magic skills could be utilized. From clearing a path, making safe passage across a ravine or river, to conversing with animal friends for guidance.

**Mechanics**: If the party has mechanical equipment, like robots or computers--this could be useful if the PC wants to maintain the equipment or prevent robots from falling off a ravine into a rushing river.

**Medicine**: Ensuring that the party is healthy and can avoid scrapes and bruises. If hostile wild life is present this could be helpful to prevent infection from plants or animals.

**Perception**: Looking for trails or watching the party's back as the group travels.

**Resilience**: Slogging along with the groups gear or simply using pure endurance to tread forward through grueling hours of rough travel.

**Riding**: If the party has mounts, this skill would be useful to guiding them across narrow areas or through parts that are particularly hazardous. In a fantastical setting could mean keeping the horses from spooking amid a haunted forest.

**Stealth**: Helping the party unnoticed through the forest can be useful to avoid local authorities or animal encounters.

**Survival**: Very useful for finding suitable paths or watching for hostile tracks to avoid certain areas. This skill will shine during such a Skill Challenge.

**Vigilance**: Being on guard for hostile patrols or for nasty critters or even possibly traps if the woods are guarded.

# POSSIBLE SKILLS

**Social Skills** (Charm, Coercion, Deception, and Negotiation): More than likely these skills will not come into play, however, if the PCs are passing areas of civilization they might be able to use social skills to acquire information about the lay of the land or insight of some kind.

**Combat Skills:** Coming up with creative ways to use combat skills might be allowed at the GM's discretion to help represent hunting with ranged weapons.

# COMPLICATIONS

**Fear**: Traveling through a "Dark" or "Spooky" forest is a trope of many games.

The GM may spend a Story Point and have all PCs make an immediate Fear (**Discipline** or **Cool**) check.

Having glimpsed a terrible creature lurking in the woods or they see something stir amid the jungle brush suddenly. The check should be appropriate to how scary the local wildlife is but should probably be at least a Hard Check (♦♦♦), possibly upgraded once ⬤.

A Combat encounter need not occur, by representing a close call. However, at the GM's discretion enough ⟳⟳⟳ or ⊗ could lead to a combat encounter to break up the Skill Adventure.

On a Success they are able to hold it together.

On a Failure they take 3 strain. ⟳ or ⊗ could be spent on adding ■ to the rest of their checks or further Strain.

## MORAL CONUNDRUM: POACHER PROBLEMS

The GM may introduce this situation:

The PCs notice a particular animal of some worth such as a Tusk Boar (whose tusks are prized for various ivory like qualities) has been killed and its fangs taken as trophies only—the work of poachers.

Perhaps the party sees more than one of these along their Skill Adventure, they may even encounter a scene where dozens of these creatures have been killed and only their tusks taken, perhaps a creature or two still suffers, as if they left the beast alive and ripped off the tusks before moving to the next corpse. The bloody work being done is not hunting but the work of poachers.

The party eventually spots the Poachers and may confront them. Doing so could cause unwanted attention if their trek is supposed to be a secret one. How will they react to the poachers? Will they report them? Threaten them to stop their acts? In either case the poachers are able bodied hunters and no easy prey themselves.

The GM might tell the Players they can avoid the issue for an automatic Total Success, but if the PCs do nothing to stop the slaughtering of animals they may face inner moral conflict and possibly role playing repercussions.

Maybe a single leader of the pact emerges--a Big Game Hunter (Nemesis character) who could show up as a recurring enemy if the PCs use violence to stop the party...perhaps they will be his next prey!

**There Be Dragons:** The GM may spend a Story Point and have everyone make an immediate **Vigilance** Check (⬤⬤ ♦). On a failure the PC takes a Critical Injury from some lurking creature or dangerous plant (or even a trap!). Further ♲♲ indicates +10 per to such a critical roll. On a Failed check ♲♲ is a wound (no soak). A ✦ may allow a PC to save another PC from such an attack or allow the PC to reduce the Critical Wound roll by 10 per ⋀ .

**River Crossing:** The GM may spend a Story Point or simply introduce the following to affect the Skill Adventure. The party comes across a flowing river. Perhaps there is an old rope bridge which can be crossed with an Athletics or Coordination Check (⬤ ♦). Swimming across requires an Athletics check (♦♦♦).

If PCs make it across the river and thought quickly about tying each other off they make get a ◼ on the next checks to cross the river.

This check does not count toward a Total Success nor a Total Failure.

**Social Encounter:** Much like the desert encounter**,** an excellent break from days of hard travel could be a social encounter which may give the talkative characters a chance to chat up a stranger, to learn more information or introduce good story hooks.

Some ideas for individuals that the party might meet along the way could be a traveling merchant, a surveyor, a hunter, a hermit, etc. Be sure to flesh out any such NPC the party may meet ahead of time.

# CONSEQUENCES

**Success**: The Party is able to get to their destination safely. Perhaps it is just one leg of their trip and they must continue on with another Skill Adventure. Perhaps they are able to find the hidden lair they have been searching for and they are given a distinct advantage in a coming combat encounter. In either case--nothing terrible happens...for now.

**Failure**: The party takes a seriously longer amount of time, getting lost, or otherwise bogged down in their travel. Perhaps there is a combat encounter along the way.

The GM may simply flip a Story Point to the GM's pool— Clearly fate isn't looking at them brightly.

Alternatively limiting their max strain threshold can represent a tiresome journey plagued with setbacks. The travelers are road weary and worn when they reach their destination.

The GM is of course free to inflict any and all of these conditions on the unfortunate adventurers.

# OTHER BIOMES

Using the guides for Desert Travel and Forest Travel can allow a GM to improvise to create other climates or biomes. Without this work being redundant with similar skill lists look at the following Complications for specific settings to help you flesh out your Skill Adventures picking from Desert and Forest Travel as a baseline for Complications and Consequences.

## MOUNTAINS

**Avalanche**: The GM may spend a Story Point to immediately force each PC to make an appropriate check to take shelter from a sudden and violent Avalanche. Each PC must make an Athletics Check or Coordination Check (🔴🔴) to dodge or dive out of the way of the falling debris. On a Success ⟳ counts as Strain, on a failed check each ✕ counts as a Wound (no soak), with additional ⟳⟳ counting as an additional wound. A ⊗ causes a Critical Injury while a ⊛ may be spent to save a companion from the avalanche.

## SWAMP

Upgrade: Because Swamps are particularly hazardous every check should include at least a 🔴.

**Bog!**: The GM may allow any roll with a ⊗ to trigger Bog! The PC must make an immediate Hard Vigilance Check (◆◆◆) to avoid falling into a deadly area of quicksand and muck. On a Failure the PC takes 5 Strain, with each ⟳ an additional strain.

**Disease**: The GM may spend a Story Point and have each PC make an immediate Average Resilience Check (◆◆) to resist disease. On a failure they take 3 strain and add ■■ to all actions until they are treated with an Average Medicine Check (◆◆). Treat these Diseases as Critical Injuries for purposes of Medicine healing and Critical Injuries (so further Critical Injuries add +10).

If the GM thinks that the Swamp should be more hazardous than the above check--consider making the Resilience check more difficult.

**Bog Rot:** The putrid air affects the victim by causing them to take a ■ on every check, likwise--when they generate ⟳ they gain one additional strain.

Muck Water Fever: The overwhelming fever and shakes makes everything more difficult. The PC Upgrades all checks by one.

Just how diseases are treated may be at the GM's discretion. Does a Medicine Check fix the problem? Does a potion work? Is there a particular root of a plant far away that fixes the issue? Does magic help? The GM should be prepared to answer the questions on how best the setting and the adventure needs. Generally--the PC should suffer the effects for a good bit (the entire Skill Adventure) until they can come to a resting spot. If the party wants to take time to heal--this should affect the Consequences of their Skill Adventure. Maybe by taking their time they miss a deadline, or a band of rival adventurer's reaches the caves before them and they find less loot. etc.

## SUBTERRAINIAN

**Fungal Forest**: The PCs some across a forest of strange cave mushrooms or fungus. The GM may spend a Story Point to immediately force each PC to make an Resilience check to hold their breath as they pass from by the floating spores. Consider the types of fungus below--or create your own!

**Yellow Mold:** An extremely dangerous fungus that releases thousands of spores to overwhelm their victims. If the PC's fail they take a Critical Injury +30.

**Purple "Murderous Mushrooms":** The spores from these violet colored mushrooms induce sleep and paralysis causing the victim to fall unconscious in the bed of mushrooms where they never awake where the spores take root inside the body to grow and prosper on their new home. On a Failure the victim lowers their Strain Threshold by 5 until they can rest far away from the sleepy spores.

**Trickster Toadstool:** This particularly nasty type of Toadstool induces blindness. On a failure the PC develops the Blinded Critical Injury.

**Frolicking/Feaful Fungus:** These fungi produce intense feelings of madness from manic dancing to extreme paranoia and fear. The PCs must make a Hard Fear Check (◆◆◆) rather than a Resilience check. Failure means they have gone temporarily mad (or if using the sanity rules you may institute them or increase existing levels of madness).

# SOCIAL SKILL ADVENTURES

## SOCIAL SKILL ADVENTURES INTRO

Many Skill Adventures are suited to situations that might not directly involve sweeping action or travel montages.

While many players may consider non-combat features or adventures not in line with their character, that doesn't mean they cannot participate in a Skill Adventure!

All too often is one PC forced to undertake the majority of social interactions acting as the group's "Face:" by using Skill Adventures even "non-social" characters can still participate.

The following Social Skill Adventures represent an excellent opportunity for non-combat adventures for characters of all backgrounds, and while characters with a social focus will obviously flourish, even combat oriented characters have a chance to shine.

# BARROOM BRAWL

This Skill Adventure represents a "Friendly" fight in an appropriate drinking den (or other suitable location). It could be in a dusty cantina in a Space Opera setting to a seedy port side tavern in a fantasy setting. No matter the location the action will be sure to cause a scene to be remembered. Maybe the PCs started it—maybe they didn't either way a fight is breaking out!

# KEY SKILLS

**Athletics**: Jumping over a bar, kicking over tables for cover, and slinging drunk patrons along the bar or out a window is an appropriate skill to use during a barroom brawl.

**Charm**: Trying to talk your way out of a barroom fight is harder than it looks when everyone is in a drunken rage. The GM should consider Upgrading this check.

**Coercion**: Presenting yourself as a scary being can get lesser combatants to flee—or at least leave you alone.

**Computers**: In a technology appropriate setting this might be used to suddenly hack a console to take control of the lights or music to distract an opponent at an opportune moment.

**Cool**: Acting like you are just here for the show might be doable, just watch out for the flying bottles and punches. The GM may decide to Upgrade this check once.

**Coordination**: Dodging bottles of ale and hoping over a bar or pushing chairs into foes, dancing amid the melee or otherwise avoiding danger is a good use of Coordination.

**Deception**: Throwing a glass of Juka juice into a patron's eyes, pretending there are enemies behind a goon, or sucker punching a combatant is a good use of a social skill in a combative sense.

**Knowledge**: The GM may allow such a roll if a local custom dictates certain manners be obeyed or if there is a way to utilize taboo's for one's advantage.

**Leadership**: Trying to calm drunkards can be excessively hard, but it might be worth a shot. Upgrade the check once.

**Magic**: In a setting with Magic, this skill could be used to distract or stun an opponent or help protect an ally or oneself with a shield or illusion.

**Mechanics**: Might be used to drop a disco ball or some other odd thing such as rolling a piano into the fight from the band stage. Players need to be creative.

**Medicine**: Quickly bandaging a combatant's wound, applying Rutharal Brandy to a scared participant to give courage, etc.

**Perception**: Looking out for the next attack, or trying to spot the police if they should show up.

**Resilience**: Using this represents taking a punch on the cheek and driving on to continue the fight. Sheer grit and toughness in the melee.

**Skulduggery**: Picking a drunk's pockets might earn a player a few gold or credits. This should not count as a Success or Failure come what may—unless getting a piece of information off an NPC is the plan.

**Stealth**: Trying to avoid the fight is possible, slinking behind a bar or hiding behind a piano is a good option.

**Vigilance**: Watching out for a sucker punch or trying to spot the next drunken enemy.

Because this is a "friendly" Barroom Brawl and not a battlefield PCs should be aware that if they choose to escalate the scene then a combat encounter may arise along with all the legal trouble that goes along with it.

Be sure you tell your Players that this is a good old fashioned bar fight, blades or blasters aren't needed.

However—that doesn't mean they can't make Combat Checks for **Brawl**, **Melee**, **Range [Light]**, and **Ranged [Heavy]**.

**Brawl** is an adequate check because it's a tap house brawl after all and going fisticuffs is more than appropriate.

**Melee** might represent picking up a pool cue, bottle, or chair leg.

**Range [Light]** might represent throwing a bottle, glass, or ash tray (or darts! Ouch!).

**Range [Heavy]** represents throwing a chair, stool, table or other larger item—perhaps instruments from the band stage.

# COMPLICATIONS

**Just a Scratch:** Any "damage" from the fighting in the Skill Adventure counts as Strain.

Any Critical Injuries count as temporary and a PC cannot permanently lose limbs or die, upon hitting the "Dead" condition they are just knocked out cold.

If a PC hits their Strain Threshold they are too badly injured to continue in the Skill Challenge, this represents they have been knocked out or simply can't keep swinging. They do not roll a Critical Injury and are otherwise left on the barroom floor while the melee continues around them.

**Upgraded**: Ensure that every check is upgraded by at least one ⬡.

**Came Outta Nowhere:** If a ⊗ is rolled (even on a successful check) the PC takes a Critical Injury from a punch, kick, or flying barstool.

**Chug Chug Chug!:** A PC may declare they are going to down a drink before any skill check. Doing so grants a ■ to their next check for each **Chug Chug Chug!** they declare. At the end of their turn they must take a **Resilience** Check (♦). For each **Chug Chug Chug!** they declare they increase the difficulty of of their **Resilience** checks by one (♦).

If a PC fails their **Resilience** Check they are Drunk and take ■■■ on all further checks in the Skill Adventure, in addition to however the GM wants to spend threat on the failed roll.

**Example**: *A PC could start their action by declaring they will Chug Chug Chug! three shots of Icebreaker Brandy to get ■■■ on their check.*

*They make their desired check with the added ■■■ dice. At the end of their turn they would make a Hard **Resilience** Check (♦♦♦).*

*Next turn if they declared it once they would only get a single ■ while having to make a Daunting **Resilience** Check (♦♦♦♦) and so on.*

**Failure Equals Strain:** Each time a PC fails a Skill Check--they take 5 Strain. Remember--they aren't dead if they hit their threshold--just out of the fight.

**This is My Jam:** If a ⊛ is rolled the player may choose the next song the band, bard, or robot DJ is to play or preform, in addition to the normal functions. (If the players have the ability to hear music in the gaming area--strike it up!).

**Not in my Bar!:** If a PC decides to escalate the fight with deadly force the GM may spend a Story Point to eject that PC from the bar. Perhaps a pack of bouncers rushes the PC or the Barkeep pulls out a Stun Blaster and goes to town. In either case--that PC is out of the Skill Adventure.

# CONSEQUENCES

**Success**:  The PCs are able to stand firm, or at least give a prideful grin as they have stood their ground in the barroom or cantina chaos. Perhaps they catch the notice of a local criminal group who seeks them out for future work or an audience.

Perhaps they beat up the local gang that has been peddling spice and are hailed as heroes by the locals. A mechanical benefit is to give the PCs a ■ or ■■on social checks for establishing street cred or dealing with locals who would respect such actions.

**Failure**: They are disgraced but otherwise not seriously hurt. Perhaps a hoverbike gang or local street toughs lauds this victory over the PCs' heads in jest. Maybe they lose street cred and a particular faction fails to deal with them. Mechanically the GM could impose ■ or ■■ on future social checks.

Alternatively, failure could mean the city guard or police show up which breaks up the fight—perhaps they have to sleep off the night in a "drunk tank" holding cells and/or pay a fine or maybe they flee (see the Urban Foot Chase Skill Adventure if desired). Maybe, it was all just fun and they lose the gold or credits they spent on drinks (determined by the GM and players.)

# FINDING A CONTACT

Perhaps the PCs need to sell an item of great value or need to find a contact for information. While the Rarity rules are one way to approach such an issue for selling an item if the GM decides that they would like to add further depth to the adventure they may wish to use this Skill Adventure to give the action a bit more meaning. This Skill Adventure could easily work for finding a shady blackmarketeer or a even a legitimate collector for goods--likewise this Skill Adventure might also work to find an important contact or information broker or even a patron for further quests.

# KEY SKILLS

**Alchemy**: Concocting a truth serum to slip into someone's drink might be of use if the PC wants to gain information...

**Astrocartography**: In a space or sci-fi setting this might represent one's knowledge of space faring and asking around with spacers to find leads on distant worlds.

**Charm**: Trying to make friends, asking around, carousing is an excellent use of this skill in order to get information from flirting with the lowly bar winch to chatting up a shunned scion of a lesser noble house.

**Coercion**: This skill might represent a character using intimidation on a source. Roughing someone up or threatening them to find out information that might be needed to gain further information about a contact.

**Computers**: In appropriate settings this might represent hacking information systems or searching the dark web or the setting's equivalent in a useful way to find potential contacts.

**Deception**: Lying or bluffing about goods you might offer could help secure a buyer or find you a good contact. By feeding them information they want to hear rather than actual information might be useful. Lying about what kind of connections or wealth one has can also get information, at times

**Knowledge**: An appropriate Knowledge skill could be helpful in finding information relating to contacts or finding records of questionable sales or previous incidences with law enforcement that might encourage finding a contact for selling items. If looking for information or a patron knowing the local pecking order or history of a prominent noble house could prove useful in finding a possible client or patron.

**Magic**: In appropriate settings a Magic check might be able to sort out if the future contact or leads to such contacts are actually knowledgeable of magical items--making sure the party is not going to get duped into a false sale or ambush. Other uses of magic could be to charm, beguile, or bewitch someone to get them to give you information.

**Mechanics**: The GM may allow a PC to make a Mechanics check if they are trying to "shop talk" with fellow tradesmen to find out information that might lead to craftsmen who deal in "special wares…"

**Negotiation**: Using money, or promises of wealth is a useful way to gain information. Negotiation here represents an exchange of promises and pledges of mutual agreement for finding a contact, wheeling and dealing with local merchants etc.

**Skulduggery**: Picking the pocket of a possible contact might reveal if the source is trustworthy--or it might represent finding an important note or datapad of leads to find a contact or patron.

**Stealth**: The GM may allow a PC to possibly use this skill to eavesdrop on conversations in seedy bars or busy saloons to try and glean information--or even to follow a possible contact, while remaining unseen, that might reveal if they are a reliable source of information for the group.

**Streetwise**: A very useful skill for finding a contact amid the underworld or at least one that prefers to not be seen. This represents the ability to ask exactly who's who while not drawing suspicion while dealing with people who prefer less legal entanglements.

**Vigilance**: Useful if the PC are asking around in seedy and dark areas that might draw the attention of cutthroats or gangsters. Likewise--it might help the PCs keep an eye out for legitimate authorities.

# POSSIBLE SKILLS

Depending on how blood thirsty your PCs may be or how violent you expect the area to be. A Combat check might represent threatening someone for information on a possible lead.

More than likely the GM should avoid this--or allow it to have major role playing ramifications.

For a more moralistic approach look at the sidebar noted Moral Conundrum: Rough em Up.

## MORAL CONUNDRUM: ROUGH EM UP

If you want to add a moral conundrum to your Skill Adventure you can allow the PCs to flip a Story Point and declare they are going to "Rough em up" to get information concerning what they pursue.

They can vote collectively and majority wins.

If the vote succeeds they gain an automatic Total Success but may incur some moral conflict and should certainly incure some role playing repercussions.

Perhaps word gets out about their crude methods? Perhaps they roughed up the wrong person...

# COMPLICATIONS

**Papers Please!:** The GM may spend a Story Point to force one PC to immediately deal with a suspicious authority figure.
Perhaps its a city guard asking for the character's passport or a white armor clad soldier demanding to see someone's ID chit.

Even if its a gangster in a rough part of town, the result is the same--a PC must make an immediate check to try and convince or avoid the altercation.
The PCs should make at least a Hard (♦♦♦) Social check.

**Charm** to smooth talk their way out of the interaction, **Deception** to lie or give false papers, **Coercion** checks should be upgraded 🔴 representing the risk of trying to intimidate a resilient guard (most guards aren't easily intimidated).

**Negotiate** could be used to bribe the guard (but should have a monetary cost for success). If the PC decides to simply run for it--its a Hard Athletics, Coordination, or Stealth check to get away (🔴🔴♦).

On a Success the PC is allowed to continue unmolested or gets away (this does not count toward a Total Success for the Skill Adventure).

On a failure this raises the suspicion of the PC and the party--they take a Total Failure on their Skill Adventure.

# CONSEQUENCES

**Success**: The adventurers are able to make contact with a merchant willing to deal with them or they find a source of information or even a patron--whatever they were looking for they find it.

Degrees of Success: If the GM desires they may determine that the number of Total Success before Total Failures will determine the quality of their contact, patron, or informant.

Example: The party makes 5 Total Success and no Total Failures. The party has a very solid lead or finds a reliable patron.
If there are 2 Total Failures before they get 5 Total Success the merchant may have less funds than anticipated.

**Failure**: They are unable to find anyone to deal with them, for now at least.

Alternatively if the contact is vital to the story they could find the contact but have raised enough suspicion in their attempts to make their contact scoff at their arrival.

Upgrade all social checks with the contact by at least one 🔴.

If the PCs failed with spectacular flair the GM may have a combat encounter end their search as they have either alerted the authorities or stumbled upon some criminal element who doesn't like them asking questions.

# GALA EVENT

This Skill Adventure represents the party attending a Gala or party of some sort like a formal event. While these events should be heavily run by Role playing elements this Skill Adventure may be utilized in order to help track their success.

This just gives the GM ideas to build upon. As each Gala may have its own unique guests. The GM may decide to track this Skill Adventure rather secretly so as to not detract from the roleplaying elements.

This Skill Adventure is intended to give non-social characters a chance to participate in events they may otherwise not have a chance to partake in while allowing Social Characters the chance to shine. It is assumed that the party here is trying to gather information but if the end goal is something else the GM will need to plan accordingly.

# KEY SKILLS

**Charm**: Highly useful skill for persuading individuals to give information by being approachable. This smooth talking and flattery will certainly help in the challenge.

**Coercion**: Possibly useful if one wishes to come off as intimidating or they have information that could incriminate a guest at the Gala.

**Cool**: Acting like you belong at the Gala may allow you to make friends or let you eavesdrop.

**Coordination**: Slinking past the band or behind a column to overhear secrets may be possible.

**Deception**: Lying at parties is not new, and using lies to gain information is common. Perhaps the PC poses as someone they are not or they twist their words to otherwise gain information.

**Leadership**: Trying to be the center of attention, this skill may allow one to gather information by getting important people to listen to your joke or story. Having a "commanding presence" could help gather information.

**Negotiation**: Trying to haggle with fellow Gala guests could prove useful. Negotiating information for information is certainly a way to learn a thing or two.

**Perception**: Looking and listening out for important events and sights. Eavesdropping, etc.

**Skulduggery**: Planting listening devices, casing security, etc.

**Stealth**: Trying to hide behind furniture or behind the chocolate fountain in order to garner information could prove useful.

**Streetwise**: Picking up on subtle clues from Gala goers, feeling people out for information who may be outside the law, etc.

**Vigilance**: Looking out for counter surveillance.

# POSSIBLE SKILLS

**Astrocartogrophy**: Giving tall tales of where one has been in the galaxy may prove entertaining. Also consider the use of Piloting for this as well.

**Computers**: Like Skulduggery, this might be used to record or alter or control the Gala's electronic security measures.

**Streetwise**: Picking up on subtle clues from Gala goers, feeling people out for information who may be outside the law, etc. Vigilance: Looking out for counter surveillance.

**A plethora of Skills**: If the PC can come up with a good use of their skill let them use it. A **Medicine** check might be used to impress a group of doctors, **Education** may allow you to relax with the intellectuals, **Magic** (**Divine**) may help out when trying to talk to Priests, **Underworld** may allow for criminal contacts, etc. **Lore** may allow a good story to be told. Any number of skills may help with conducting oneself according to etiquette so long as good role playing is involved.

# COMPLICATIONS

**Upgraded:** This Skill Adventure should have at least one Upgrade ● to represent the political savvy needed to navigate the gala event.

**A Toast!:** Strong drink is passed out and everyone takes a customary toast! The GM may flip a Story Point and have all Characters take an immediate Average Resilience check(♦♦).

If they fail they take a ■ on all Checks, as they have become buzzed and might give away information or otherwise bungle a task. If a PC insists on not drinking they may make a Hard **Deception** check (●♦♦). If they fail they become the target of suspicion and gossip and incur ■■ on all their checks.

**Two Left Feet:** Any time a ⊗ is rolled or ⟳⟳⟳ that character has been taken up by a passerby and must partake in a customary dance.

They must make an immediate Hard **Coordination** or **Knowledge** Check (♦♦♦)to help them dance. Failure indicates they probably don't belong at the Gala (if they were even invited at all!) or at least draws undue attention to them--granting a ■■ on all their checks.

**Social Hour:** All Social Checks (Charm, Deception, Coercion, and Negotiation) are granted a ■. This represents the fact that Social Characters should be allowed to shine here.

**Levels of Success and Failure:**
The GM may want to allow only certain information to be given based on the number of Total Successes achieved. Likewise, the GM may desire that false information is presented for each Total Failure.

This means that the Skill Adventure may not be a complete failure if the PCs gave it a good shot but the dice were not in their favor.

*Example: The party gets 5 Total Success but had 2 Total Failures.*

*The GM decided to subtract the number of Total Failures (2) from the Total Successes (5) and ended up with net positive of 3 Total Successes.*

*The GM decides to give the party 3 good pieces of information or tangible leads or rumors.*

*Alternatively the GM may slip in 2 rumors or false leads because of their failures. This activity should be thought out well in advance but might prove an easy way to track social gains. For instance the GM may only give a false lead on a failure with which also rolled a ⊗.*

# CONSEQUENCES

**Success**: The group is able to ascertain the information they needed. Perhaps even gaining a contact in future.

**Failure**: They might have gotten some information but ultimately they did not garner as much as was possible. They may have gotten lots of rumors and false leads. If the GM desires they may be escorted away (if they attended with false invites).

# RACE

This Skill Adventure represents a race using hover bikes but could just as easily represent a motorcycle race and with some tweaking could represent a horse race or chariot race at a hippodrome. This is a quick and easy way to account for a race without having to bother with the minitua of range bands or vehicle profiles.

# KEY SKILLS

**Charm**: While this may not seem like a viable option for a skill considering its Social aspect consider allowing a PC use this skill to stoke the crowd, throw a handkerchief or memento to the audience or otherwise rally support for him through fancy flying, hand waves, and grins.

**Coercion**: Might be used to intimidate an opponent as they fly. Yelling insults or threats might distract the opponents enough to give one the advantage

**Computers**: Ramping up the sensors on the vehicle might allow one to better ascertain the track or just simply keep track of their instruments better.

**Cool:** This skill might be useful for keeping calm amid the wild courses that hoverbikes tracks normally make up (flowing traffic, fast turns, dangerous routes).

**Deception**: This skill might be useful if a pilot wanted to "juke" an opponent, essentially feinting a move or advance in order to take the lead or force an opponent behind.

**Mechanics**: Useful for jury rigging your vehicle to go faster or to fix mechanical errors.

**Perception**: Keeping an eye out for dangerous hazards, incoming rivals, etc.

**Piloting**: Obviously a Key Skill. For using this more often in this Skill Adventure see the side bar Pit Crew on the next page.

**Vigilance**: Much like Perception, being on guard from a rival hoverbike that might try and take a swipe at the driver's vehicle to damage or knock them off course.

# POSSIBLE SKILLS

The PCs may consider a number of ways to come up with uses of skills. If it makes sense. Maybe a player wants to use a **Knowledge** to better understand their opponent or the local area and hazards better. Maybe a **Skulduggery** check could mean hitting an opponent's vehicle just enough to do some damage.

# COMPLICATIONS

**Upgraded:** This Skill Adventure should have at least one Upgrade 🔴 to represent the dangerous nature of a race course.

**Very Fast, Very Dangerous:** If a PC fails a check with a ⨂ they must make an immediate Daunting Piloting Check (♦♦♦♦)to maintain their vehicle or mount. If they fail their vehicle or mount spirals out of control and crashes or plunges off the course. They take an immediate Critical Injury at +30 and are out of the race.

Note--This will certainly make the race possibly much faster. However, it can add tension to the race. If you desire to keep a player in the race you may allow a Story Point to be flipped in order to regain control of the Vehicle.

**Traffic and Hazards:** The GM should be sure to include at least ■ and perhaps ■ ■ for all checks. This allows players who are specifically pilots to remove these setback dice because of talents (such as Piloting or Ride).

**Opposed**: At the GMs discretion the checks may be opposed by an appropriate skill of a rival pilot. This is best if there is a one on one race or if the party's nemesis is taking part.

**Complex Credits:** If the PCs are bidding on themselves you may wish to adjust the quality of the opponents or increase the Complexity of the race. Players (not player characters) tend to think they will never lose or get hurt in "Scripted" events.

You will occasionally find the scoundrel PLAYER who will put a huge amount of credits or gold on their friend who they assume the GM will let win.

Consider increasing the Complexity of the event--risk and reward. This represents the fact that they are probably competing with better pilots if the stakes are higher.

If this seems too complex--just place a betting limit on the race.

## PIT CREW

There are tons of ways in which a Race Skill Adventure may occur.

Maybe each PC has their own vehicle or mount in the race? If that is the case--each PC should have their own successes and failures tracked.

If a PC hits 3 failures--they are effectively out of the race, having lagged behind without hope to get in the top brackets.

If only one PC is partaking in the contest then the other PCs might be able to participate still.

Perhaps they are the pit crew that will help fix or tweak the racing vehicle with Mechanics or Computers checks.

Maybe a social character wants to pump up the crowd using Charm.

If only one PC is partaking in the race itself--allow them to make Piloting checks more than once with only a setback or two for multiple uses. It is a Piloting race after all.

Alternatively you may simply call for a Piloting check at the end of each "Round" of the Skill Adventure and relegate other checks to non-Piloting rolls.

This allows the pilot to use that skill but still requires some fun uses of other skills throughout the course.

# CONSEQUENCES

**Success**: The PC finishes the race. Depending on how this event is structured they may have come in the top position or in a winning position (albeit not first).

You may use some form of Degrees of Success and Failure to determine their position. Example: If they Succeed with zero Failures then they may come in first or the top 3.

**Failure**: They don't place in any real standing or they even crash their vehicle. For instance--if they had numerous Total Failures and no Total Successes you may declare that they actually ended up crashing their vehicle.

## MORAL CONUNDRUM: DIRTY TRICKS

The GM may introduce the following scenario to the PCs:

The PC is given a chance to get ahead of a rival or some substantial advantage during the race.
However, the maneuver is a dangerous one for their opponent.
They may choose to remove one Total Failure or add one Total Success.

If they do so they face an inner moral conflict and possible roleplaying ramifications as they essentially force an opponent's hoverbike or chariot off the course into mortal danger. If the victim dies or is just horrifically maimed is up to the GM. Likewise the amount of moral dilemma can be adjusted as needed as you see fit.

# MISCELLANEOUS SKILL ADVENTURES

## MISCELLANEOUS SKILL ADVENTURES INTRO

These final Skill Adventures are categorized as Miscellaneous only in the fact that they are suitable for any condition but also have a few extra "rules" involved.

The Assassination Skill Adventure might best be under Military Skill Adventures, but considering the dastardly nature of an Assassination it is placed in this chapter (but with some tweaking it can easily represent a military operation).

The Smuggling Run Skill Adventure is located here because it is neither social, military, nor travel--indeed-- it is often a mix of all three!

More importantly it is located in this section because it has two distinct stages and is thus a bit more complex than an a regular Skill Adventure. As before Skill Adventures listed here can be tailored to almost any theme.

# ASSASSINATION

This Skill Challenge represents a long range Assassination attempt. Excellent for any game featuring characters that skirt the law or even military encounters where the PCs may need to eliminate Command and Control elements (a fancy military term for assassination). While this challenge is designed for a ranged attack it could be altered to utilize explosives or to stage a final confrontation up close if tweaked.

# KEY SKILLS

**Athletics**: May represent climbing into a position to get a good vantage point for the long range shot.

**Charm**: Talking one's way past nosy individuals or guards to get to a good position. Might represent finding information out about the target by chatting up leads.

**Coercion**: As Charm except not playing nice.

**Computers**: Using the local holonet or local darknets to access information. Perhaps the skill is useful in getting passed electronic security measures.

**Cool**: If in an urban environment this might represent blending in to avoid detection as they get closer to the target. From sitting at a nearby cafe to scope out the target to blending in a market.

**Coordination**: Similar to Athletics, perhaps moving through air ducts or passed security via acrobatic efforts.

**Deception**: Lying or tricking the target's security or locals in order to get a good vantage point. Could be the use of false documents or hiding in a false vehicle compartment to avoid security while passing through a checkpoint.

**Knowledge**: An appropriate Knowledge may help in establishing likely avenues of approach of the target, navigating plans of egress, understanding the response of those in the target area, etc.

**Leadership**: Working with the team, acting as a spotter, ensuring everyone works together.

**Negotiation**: Bribing one's way passed guards or into secure facilities. Acquiring the goods needed to perform the operation. (This should cost money on a Success or Failure).

**Perception**: Looking for likely avenues of approach of the target, looking for security counter measures. Represents spotting and keeping eyes on the target.

**Skulduggery**: Avoiding security counter measures, making contacts for a quick escape or hide out, or bypassing security.

**Stealth**: Useful for ensuring the group is able to get into position safely. Sneaking passed guards.

**Vigilance**: Ensuring the party isn't set upon by guards or roving security.

**Ranged [Heavy]**: Preparing one's weapon for the coming engagement, ensuring it is clean, is zeroed for the right range, set up properly, etc.

NOTE: This should only be allowed one time, see Complications.

# POSSIBLE SKILLS

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i WŚba`£Ůa`e[WŮge[`YfŽ[e[`efWŚi ZWŮ **Ranged [Heavy]**
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# COMPLICATIONS

**Locked and Loaded:** Only one **Ranged [Heavy]** roll should be allowed to prepare one's weapon. The rationale being at the end of the Skill Adventure the PCs will be allowed to make a final attack roll that will determine the results overall (See One Shot, One Kill).

**One Shot, One Kill:**

At the End of the Skill Adventure, if the party is successful they make one final roll using a **Ranged [Heavy]** or **Mechanics** check (at the GM's discretion another skill might be utilized). On a success they kill the target. No need to track wounds or threshold--its a plot point and passing the Skill Adventure in prep is more than sufficient in combination with a final assassination attack.

**Track the Target:** As an Option the GM may choose to track the difficulty of the final shot in conjunction with the Total Success and Total Failures of the party:

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**Failure is not an Option:** ;XfZW9? WŲ[dŪfZW_ Sk`af
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XŚfWŪeZat. Indeed--allowing the final shot to be the same difficulty as the Skill Adventure is more than reasonable.

**Use the Sights:** At the GM's discretion they may allow the PC making the final shot add ■■ to represent the final squeeze of the trigger. While this breaks the rule of allowing structured encounter actions into a Skill Adventure--it may be appropriate for your table in this instance.

**Witnesses:** A ⊗or ⟁⟁ on the Final shot may indicate that there are witnesses to the firing. At the GMs discretion a ⊗ on a regular check could lead to clues if someone investigates the incident, representing the fact that some one raised suspicious activity.

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## MORAL CONUNDRUM: COLLATERAL DAMAGE

Perhaps the sniper's shot has a dangerous back drop--the term for what lies behind a target. Maybe its an innocent bystander watching the parade or someone simply in the wrong place at the wrong time.

A PC who willingly takes the shot puts this person's life in jeopardy.

Any ⟁⟁ or ⊗ represents the projectile ripping through the target and damaging (or killing) anyone beyond.

If the GM desires they may implement a moral conundrum by declaring that a bystander will be kill or injured as a result from any shot.

If a bomb is used instead of a ranged weapon (via Mechanics) consider saying that the explosive will hurt nearby people, perhaps they have swarmed the stage or the target's vehicle has drawn a crowd of onlookers.)

Ensure that the players know this before the final shot or trigger is pulled in order to expand upon the role playing opportunities of inner moral conflict.

# CONSEQUENCES

**Success**: The PCs are able to get into position to make the final shot (see One Shot, One Kill).

If the GM desires of course they may simply hand wave the need for a final shot and narrate the action (since they were successful in their preparation).

Likewise, this could represent launching an ambush from which a structured encounter would take place. If this is the case be sure to allow the PCs at least ■■■ on their rolls for Initiative or some other boon.

Indeed, if the party has a melee focus this might be a more appropriate situation and the Skill Adventure may just represent getting into position to launch an attack. The possibilities are endless!

**Failure**: The target is able to get away. At the GM's discretion the party is instead under suspicion or authorities show up at their door.

# SMUGGLING RUN

Smuggling goods is a common trope in many Space Opera and Hard Sci-Fi settings. The Smuggling Run Skill Adventure is located here in the Miscellaneous section because it is a bit more unique than other Skill Adventures.

The Smuggling Run has two distinct stages. the **Smuggling Stage** and the **Inspection Stage**.  Each stage can be made into its own Skill Adventure (as intended) or they can be combined into a single longer Skill Adventure.

## SMUGGLING STAGE

The Smuggling Stage represents the party preparing the ship or vehicle for their smuggling run; hiding supplies, acquiring fake or doctored shipping manifests, acquiring or forging credentials, prepping the ship, planning the route, etc.

## KEY SKILLS

**Astrocartography**: Sorting out the best way to plot a course to a planet to draw the least amount of attention is always a good idea.

**Computers**: Coding the ship's electronics to spoof fake signatures or trying to dampen any electronic signals the cargo may show is a useful way to stump authorities.

**Deception**: Acquiring fake manifests or authorizations or changing each PC's identity via disguises may help prepare a more likely story to the authorities.

**Leadership**: A catch all skill for helping prepare the mission; overseeing that the smuggler's holds are prepared properly, adjusting work flow, etc.

**Mechanics**: Might represent preparing the ship to preform at peak performance before the job, making room for smuggled goods, welding smuggler compartments closed, etc.

**Skulduggery**: Similar to Deception, getting fake manifests, hardening systems against detection from scanners, and helping hide smuggled items in just the right fashion to fool the authorities.

**Streetwise**: Potential uses include getting to know criminal fences for the smuggled goods or understanding local criminal procedures and how to possibly exploit them at the destination.

**Knowledge**: If there exists a knowledge about underworld organizations in your setting having a few criminal contacts at the destination or having a few friends to call in favors or using prior knowledge about smuggler hyper-lanes or knowing corrupt officials who might turn a blind eye (for a price).

## POSSIBLE SKILLS

**Piloting**: Doing the final checks of the ship, looking over routes, doing routine prep before taking off, etc. The Piloting skill will come more into play during the **Inspection Stage**.

**Vigilance**: Might be useful if simply loading the cargo into the ship could raise questions. Keeping an eye out for prying eyes, unwanted attention or even rivals who might like to steal the cargo could be useful.

### SOCIAL SKILLS?

The lack of Social Skills like Charm, Coercion, and Negotiate will come much more into play in the next phase--Inspection Stage

## COMPLICATIONS

**Hazardous Contraband:** Perhaps the cargo they are supposed to haul is actually physically dangerous.

The GM may spend a Story Point (or simply call for) an immediate Resilience Check (⬢◆). If you use the **Hazardous Contraband** complication then you may consider adding **Medicine** Checks to the Skill Adventure in order to represent taking medical precautions to ensure the PCs don't inhale spice cut with dangerous materials or exposure to radiation or some nasty chemical weapon.

 Indeed--This complication might also represent dangerous animals that can lash out at the PCs who are maintaining them as they travel. This could lead to a number of adventures on the ship!

**Handel with Care**: If the GM decides to utilize this Complication it could end up costing the PCs credits. Perhaps the party is entrusted with delivering cases of rare and illegal alcohol. Whenever a PC rolls a ⊗, the GM may subtract from the future payment by a certain amount appropriate  to the job.

⊗ here represents an error or ill judgment has occurred that affects the cargo negatively. While a PC making an Astrocartography check may not be helping pack the cargo their miscalculation may bring the ship jolting out of a space lane causing, for a example, a bottle or crate to lurch and break.

Therefore the PCs might not be directly affecting the cargo for a mishap to occur. A suggestion price really depends on the payout; if a job pays 5,000 gold consider each ⊗ a loss of 500 gold.

## MORAL CONUNDRUM: QUESTIONALBE CARGO

The GM may like to introduce a moral conundrum into the Smuggling Stage (or whenever appropirate). The PCs discover while packing, hiding, or checking on their smuggled goods something is out of place.

The questionable cargo might be drugs that have been cut with dangerous substances that will do more than just fry the brains of addicts and party goers--it is down right dangerous and means that many people will ultimately die from its use.

Perhaps one of the crates reveals a person frozen in statis.

If gun running--it could be a type of posion gas grenades which kill in a particularly cruel way.
A type of weapon known to disentergrate its victims or something else naturally abhorrent.

Perhaps they find the cargo to be slaves.

Whatever cargo they find--if they turn a blind eye they should face some inner moral conflict and roleplaying opportunities.

# CONCEQUENCES

**Success**: The PCs are able to pack and hide the cargo with some skill, fake papers have been acquired, and a plan has been set that means a better chance of success in the next **Inspection Stage.**

**Levels of Success:** If the GM desires they may grant a bonus to the **Inspection Stage** based off the number of Total Successes vs the number of Total Failures accrued on the Skill Adventure.

If the PCs aced the Skill Adventure with no Total Failures then you may consider Upgrading everyone's check by one during the **Inspection Stage**. If they Succeeded but had some Total Failures then you may grant them ■ or ■ ■ depending on the number of Total Failures made.

**Failure:** The PCs may feel like they are ready to face inspection but ultimately they haven't been able to prepare their ship and cargo for any real scrutiny. Getting passed the **Inspection Stage** will be a bit harder. All the PC's difficulty checks should be Upgraded once for the entire Inspection Stage. This represents sloppy handling of the job and  leaving behind tale tale signs of tampering with gear or manifests.

**Levels of Failure:** Just like Levels of Success, the GM may desire to make things more challenging based on the relative number of Total Failures vs. Total Successes. If the PCs were sloppy and had few Total Successes  before they fail the Skill Adventure consider having each difficulty check be Upgraded one time. If they had a few Total Successes then consider instead imposing a ■ or ■ ■ to their checks. Failing this **Smuggling Stage** should always have consequences.

# INSPECTION STAGE

This stage represents the run of the mill customs check.

Ships may be typically scanned by interdiction vessels before entering a planet's atmosphere.

If something suspicious arises or if its just a routine check they may send a crew to inspect the vessel. Alternatively ships are checked once they land in a spaceport by a ground force stationed as security and customs.

 A typical crew may consist of a minion group of technicians and at least 12 soldiers or security lead by a junior officer.

You should adjust this boarding crew to fit the local planet and circumstances as needed.

It is during the **Inspection Stage** that the party has a chance to try and distract, bribe, or even threaten the customs officials.

And while this Skill Adventure assumes a Space Opera setting it could easily be adapted to fit in a Prohibition era or even fantasy setting with the right tweaking of mood and theme.

# KEY SKILLS

**Charm**: Buttering up the person in charge of the search might be a way to earn brownie points with the customs agent. Likewise characters may try to chat up the people working the scanners or the guards in order to distract. PCs may try to flirt, showing a little skin or battering their eyelashes to distract.

**Computers**: Perhaps the ships slicer is trying to counter the scanners of the inspection crew either through their own scanner or by manipulating the ship's systems to give false or negative leads. Possibly used to sabotage the scanner equipment of the boarding party.

**Cool**: Just acting like there isn't a problem and keeping your wits about you can be as good a use of a skill as any. Just act normal.

**Deception**: Lying about the ship's manifest, lying about the destination, or ensuring the story sounds convincing is an excellent use of this skill in a good social way.

**Mechanics**: Trying to possibly mess with the ships mechanical aspects to make searching the ship more difficult could be an option; having doors and hatches "jam" or having unpleasant odors leak might rush the scanning personnel to miss something.

**Negotiation**: Offering a small "gift" to the people inspecting the ship has been an age old tradition. Ensure you come up with a reasonable bribe price. Likewise consider the role playing aspects--a hardened fanatic won't easily risk their career for a paltry sum of money.

**Skulduggery**: Doing literal distractions by getting the scanning crew to do checks by making strange noises in the hold. Possibly useful in sabotaging the scanner equipment or even stealing their gear to slow down or prevent their scanning.

**Knowledge Skills**: May represent knowing the customs and traditions of the local planet in order to convince the scanning crew of some legitimacy. Certain Knowledge skills could be used to spout galactic law concerning obscure trade statutes.

# POSSIBLE SKILLS

**Coercion**: Might be possible with the right arguments. Attempting to talk to someone's superiors or starting to go on about with threats. This check should be upgraded and possibly increased. Certain NPCs will simply not be scared into action when they are the authority.

**Piloting**: This might be useful if a pilot PC wants to try and distract the scanning crew or officer by doing a lot of "Shop Talk" about various craft. Consider making this a Piloting(Presence) check.

**Leadership**: Trying to "pull rank" somehow by demanding to see a superior or acting like a superior or this could represent knowing operating procedures in a way to manipulate them.

**Streetwise**: Knowing if the person in charge is willing to be bribed or knowing how to approach the subject delicately.

# COMPLICATIONS

**Red Tape:** The GM may flip a Story Point to immediately force a PC to fill out an unseemly amount of information on a datapad or console. This is a Hard Knowledge Check (♦♦♦). A **Computer** or **Skulduggery** Check can be used so as to falsify information by tweaking the datapad itself, but this check is upgraded once to a (⬤♦♦).

On a ⊗ or a failed check this information makes the scanning crew suspicious and the entire party adds a ▪ to all rolls for the entire Skill Adventure.

# CONSEQUENCES

**Success**: FZWbSdfk [eST'Wfa YWfZWYaaVefZdagYZ Ugefa_ eS`VfZW`ai `gef ZShWfa_ WWfZWdUa`fSUfa YWfbS[Vž

**Failure**: ThWYS_ WegbžFZWdUS`WdUoW X`VefZW|^[Uf YaaVeS`Va`WaXfZdWWfZ[`Yefkb[US^kaUgde,

- 3 Ua_ TSfWUag`fW| 3 fagYZ Ua_ TSfWUag`fWdaUgdei ZWWfZWB5e_ gef fdk fa eZaaf fZWdi Sk agfžFZ[eeZag'VTWa` WfdW Wk ZSdVWUag`fWdSefZWTaSdV`YbSdfk ZSe`g_Wagegbbad UZS`WeS`V_ SkTWWbWfWfing trouble. Indeed, the PCs may find things go poorly and are in a Chase Skill Adventure!

- The PCs are captured. Fate is against them and the story means they end up in a holding area to try another adventure of escape. Or perhaps they face a long sentence of manual labor as they wait for an opportunity to escape from a penal colony.

- A deal can be made if the officer inspecting their gear is corrupt (See Empire Entanglements sidebar).

No matter what happens--if the PCs fail there should be clearly tangible negative Consequences.

## EMPIRE ENTANGLEMENTS

The GM may like to let fate decide how moral the supervising officer is of the **Inspection Stage**. Roll one of each type of die (🔴🟣⬛🟡🟢🟦) and read the results. This will determine how corrupt the official is.

On a Success the party is able to bribe the official (if they try).
On a Failure the official cannot be bought.

Consider a number of factors for this roll and even discuss with the Players for insperation.

If the world the party is smuggling to is known to have a corrupt system then consider adding positive dice to the roll. Conversely if the world is a staunch tyranny with heavy authoritarian control then add a difficulty die or two. If the PCs are willing to throw credits at the problem, again adjust the dice pool.

*Example: The party is going to a world on the far flung reaches of space--a backwater planet nominally controlled by an evil galactic spanning empire. The GM determines that the official is underpaid and already a not so good officer for being sent to the backwater planet (perhaps because of poor performance). The GM asks the players how much they are willing to pay. They give suggest a decent sum of galactic credits.*

The GM takes the dice pool (🔴🟣⬛🟡🟢🟦) normally and adds to it: 🟢🟢🟦🟦
For a backwater planet with little oversight: 🟦
For a corrupt official: 🟦
For the number of credits offered: 🟢🟢
For total pool of: (🔴🟣⬛🟡🟢🟢🟢🟢🟦🟦🟦)
With this pool the PCs should have no problem convincing the official.

*This Example is one of a hard line authoritarian:* The GM takes the dice pool (🔴🟣⬛🟡🟢🟦) normally and adds to it: 🔴🟣🟣⬛🟢🟢
A civilized planet: ⬛
Authoritarian officer: 🟣
Officer Integrity: 🟣
Reprisals for failure or corruption: 🔴
For number of Credits offered: 🟢🟢
For total pool of: (🔴🔴🔴🟣🟣🟣⬛⬛🟡🟢🟢🟢🟢🟦)

If the GM wants to streamline things they may adjust the base dicepool by subtracting, adding, upgrading, or downgrading the pool as they desire. The fun of a narrative system is the fact that a successful roll with a ⊗ may mean the customs agent is willing to bend but is under investigation himself and authorities may show up later down the line. Or perhaps the customs officer betrays the PCs later on in the session. Likewise a ⊛ may allow the PCs a final attempt to smooth things over or save their ship at the cost of fees and losing their cargo (which can cause issues with their employer!).

# GAME MASTER TIPS

## CREATING AND RUNNING SKILL ADVENTURES

This section will help remind you of the core aspects of Skill Adventures, show you how to create your own, and then give you some tips on how to run Skill Adventures.

I would still suggest reading this section as it will help give you inspiration on how to not only run Skill Adventures but also create your own.

It will discuss how to use Story Points and inspire you to create your own Skill Adventures suited for your own table.

Likewise it will give some advice on combining Skill Adventures with structured encounters.

# TIPS

As a reminder on how to create Skill Adventures there are three elements. The Three C's: Challenge, Complications, and Consequences.

**Challenge**: How difficult the Skill Adventure should be. Harder Challenges will also take a longer time as more and more rolls are made. Not that this is a bad thing--indeed if everyone is having a great time it might help as you build tension!

- An **Easy** Skill Adventure is 5 Total Successes before 3 Total Failures.
- A **Moderate** Skill Adventure is 8 Total Successes before 3 Total Failures.
- A **Hard** Skill Adventure is 11 Total Successes before 3 Total Failures.

These numbers can be adjusted as desired by the GM.

**Complications**: These are the added  hazards or "tricks" that show up to help make each Skill Adventure unique while adding an element of danger or a chance for failure beyond the difficulty dice.

Feel free to take and "reskin" the various Complications from all the Skill Adventures and add them in any order you see fit--or create your own!

**Consequences**: If a Skill Adventure does not have consequences then it is not a Skill Adventure. Something good or bad must happen based on the outcome of the Skill Adventure.

**Turn Order**--For most Skill Adventures there is no need to roll any kind of initiative. Simply go around the table (typically to the left of the GM) or in any desired order. Ensure that each PC makes a skill check before repeating someone. No one gets to sit out.

# RESKIN

While there are a number of Skill Adventures within this document there is not every conceivable adventure that might suit your table.

With a bit of tweaking, however, this document will be able to help you with most of your Skill Adventure ideas.

Be creative and think of what Skill Adventure would fit--then "Reskin" it!

For instance--the Asteroid Field Travel Skill Adventure could just as easily suit a Fantasy setting with a traditional sailing ship. Replacing loose asteroids with rocky crags and sandbars.

Training a Military Force could be tweaked to help guide the local high school football team through a training montage.

The Gala Event might easily represent just a nightclub where important NPCs are gathered but not in an organized event.

The possibilities are endless.

## GM: STORY POINTS

Often times in this work the Complications trigger by use of a Story Point. As a GM you are well within your right to use these complications without needing to flip a Story Point. You are the GM!

One advantage of using Story Points in a more adversarial manner is that it puts more Story Points into the hands of the PCs, likewise it is a limited resources so the Players won't feel as if there is unlimited dirty tricks.

There is a cost associated with the action of adding setback dice to the next check or forcing everyone to avoid a falling boulder. This lets the Players (not the PCs) know that it is not some unfair targeting or general Adversarial GM stance (which should be avodied).

What this does is add a cost to throwing challenges at the PCs--one that is limited by the Story Point pool.

# CREATING A SKILL ADVENTURE

When creating your own Skill Adventure be sure to follow the 3 Cs--**Challenge**, **Complications**, and **Consequences**.

Firstly you may want to consider what Skill Adventure from this book is closest to the Skill Adventure you wish to create.

 Sometimes it may just take a simple "reskin" job to get the work done but you may want to make your Skill Adventure more in depth or complex.

Our first example is a Mountain Travel Skill Adventure, the GM felt that having only a sidebar about various Biomes that gave only one complication on Mountain Travel was okay but not enough for the trek that he has planned.

Of course the GM plans on copying  and tweaking some Complications as well as adding his own.

The GM will write out the skills most likely used (Key Skills). He could do this on the fly and come up with some ideas or descriptions but he wants to have a good handle on how to give Players ideas if they get stumped.

He will also come up with some Possible Skills that the PCs might end up using, but he is open to lots of good skill uses if the players are creative and have some good role playing.

The GM has decided it will be a Moderate Skill Adventure (8 Total Successes before 3 Total Failures,) these mountain passes are pretty perilous.

 Furthermore he sets the base difficulty as Average (♦♦) for this because the PCs don't have a lot of XP yet.

# MOUNTAIN TRAVEL

Traveling across a mountain range might be needed to carry a precious item of myth to an important location, or it could be used to travel unsuspected into (or out of!) hostile territory. No matter the setting traveling across mountainous terrain can be an adventure all of its own. This Skill Adventure assumes the characters are on foot, but it could easily be adapted to settings with vehicles or mounts.

# KEY SKILLS

**Alchemy**: This skill might represent the use of policies and salves to help heal bruises or strengthen the party's endurance. If there are rare alchemical elements in the mountain range this might be used to help collect them.

**Athletics**: Represents climbing tough terrain, helping haul equipment or allies up a segment of mountain. Climbing over rocky terrain can take some real feats of athleticism.

**Computers**: In advanced tech settings using Computers might represent using scanners for dangerous lifeforms, trying to chart a route through dangerous ravines, or ensuring the party is keeping a low tech signature.

**Coordination**: Much like Athletics, this represents darting from rock formation to rock formation, or swinging from climbing ropes to a distant ledge, or even shimmying through tough crags to help set up a rope for one's companions.

**Driving**: If the party has a vehicle they tend to take over the mountains this skill would be necessary.

**Knowledge**: An appropriate Knowledge check may help guide the party through passes long forgotten, or represent a keen understanding of maps and journals used for travel.

**Leadership**: Organizing the party as they move through the mountainous passes, organizing watches at rest time, ensuring the party is working together as they traverse the rocky terrain.

**Magic**: In a fantasy setting this might represent helping shield the party from falling rocks, keeping the party warm in a sudden blizzard, helping levitate or fly across dangerous areas to secure a rope for others to follow.

**Mechanics**: Might be useful if the party has mechanical or technical equipment they need safe. Might be useful in repairing a damaged bridge if the party comes across one along the mountain passes.

**Medicine**: This skill might represent the use of policies and salves to help heal bruises or strengthen the party's endurance.

**Perception**: This skill could represent someone looking for paths that are easier to navigate or actively looking for hostile creatures or enemies.

**Resilience**: This could represent a PC pushing through the exhausting conditions of a mountainous journey, gritting their teeth with determination and helping their companions push on by taking up extra gear as they climb.

**Riding**: Useful for helping to keep the party's mounts safe and secure along dangerous cliff faces and as they pass by narrow ravines.

**Skullduggery**: Unless the party is expecting traps or wishes to place traps along their way, this skill would have little value. Stealth: If the party is trying to avoid detection, this could be a useful skill for hiding the party's tracks, taking up secure and camouflaged locations for camp, etc.

**Survival**: Useful for all general purposes of traveling. Could represent helping to forage food along the mountain paths, hunting game, finding secure locations to take shelter or camp, helping with climbing gear, etc.

**Vigilance**: Keeping a watch for possible dangers--either natural rock slides, snowy avalanches, or dangerous creatures or foes.

# POSSIBLE SKILLS

**Social Skills** (Charm, Coercion, Deception, and Negotiation):

More than likely these skills will not come into play, however, if the PCs are passing areas of civilization--say a hermit, small mountain top outpost, or trade caravan--they might be able to use social skills to acquire information about the lay of the land or insight of some kind.

Alternatively if the GM desires they may allow the PCs to use these skills to represent helping the party by encouraging, or motivating the party (by reassuring words [**Charm**], threats [**Coercion**], or false motivation and lies [**Deception**]).

# COMPLICATIONS

The GM wants to take some of the Complications from the various Travel Skill Adventures and tweak them.

The **Desert Heat** Complication obviously won't do up in the snowy mountains--but the GM simply changes it to Freezing Cold.

**Freezing Cold:** The freezing cold and howling winds adds to ■ ■ all checks. Of course--the GM will let the PCs remove one ■ for buying heavy cloaks but only the burley Dwarf is able to shrug off an extra ■ because of his racial ability to resist cold.

The party has a pack animal or two so he adds in the **Buck Wild** Complication, however, he doesn't like how it works exactly and so he changes the difficulty and outcome to suit his own table.

**Buck Wild:** Spend a Story Point to have a beast of burden begin to topple off the side of a cliff face. A PC, at random or at the GM's call must make an Immediate Average **Riding** or **Survival** check ( ● ● ). The GM decides that he will make this only an Average check but Upgraded twice--they of course also take ■ ■ for the **Freezing Cold**.

On a Success they are able to regain control of the animal and pull it to safety.

On a ⊗ the party looses an item or a piece of equipment is broken or damaged. If more appropriate it might represent a sudden kick that gives a PC a limp for the rest of the Skill adventure adding yet another ■ to their checks.

Normally on a Failed check the animal goes toppling off the side of the mountain pass to a certain death.

However, the GM and the party all love their pack mule Bill and if the PCs fail this check the beloved animal can be saved but at the expense of a key piece of gear or everything that the animal was carrying (cut just in time to save the beast) and the flip of a Story Point.

However, the GM has decided that if the roll is a Failure with ⊗⊗ , the poor beast and all the equipment is lost and no Story Point can change it.

The GM likes the idea of the River Crossing Complication from the Forest Travel Skill Adventure but decides to change it up a bit. A random old bridge does not make sense for his game world (as no one has built such bridges in the area) so he decides to tweak it.

**Cliff Hanger:** The GM spends a Story Point and the PCs suddenly come upon a very narrow--almost sheer cliff face. It will be extremely dangerous to traverse it in the windy peaks. The GM calls for an immediate **Coordination** check ( ● ◆ )from all PCs to shimmy across the cliff side. The GM may allow the party's mage to use an Arcane Skill check here to represent their ability to fly or spider-walk along the cliff.

On a Success they are able to shimmy along the cliff face safely.

A ⊗ means they lose or damage a piece of equipment.

On a Failure--the PC falls and takes a Critical Injury +30. If they roll ⋏ the GM may declare they are able to catch hold of the side of the cliff and allow them a reroll or to use Athletics to scramble back up.

The GM may allow a PC to flip a Story Point to hold on and not fall to a terrible end.

If a PC rolls a ⊛ they are able to get one party member to safety (even if they fail).

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Let us see what they come up with...

**75** | GM TIPS
**Skill Adventures**

# BIG GAME HUNT

A Big Game Hunt could be used in almost any setting. Perhaps it is a neolithic setting where the PCs must prove their move into adulthood to the tribe by slaying a mammoth or saber-tooth tiger. Maybe the PCs are on an exotic world in a Space Opera setting and need to track down an animal that has escaped from a zoo.

The GM is playing in a medieval fantasy setting and decides he wants to run a Boar Hunt, a typical pass time of the nobility.

Looking at the Skill Adventures in this book they decide that it is really going to take some mixing and matching and out right creativity.

A Big Game Hunt might easily be considered a mixture of a Chase--they are chasing the Boar here. But it is a hunt, so the Assassination Skill Adventure seems somewhat appropriate. But the GM remembers that the hunt is taking place in a Forest so they also reference the Forest Travel Skill Adventure.

First of all the GM determines the **Challenge** of the Skill Adventure. It will be an Easy **Challenge** (5 Total Successes before 5 Total Failures). The GM decides that the party has a lot more XP since their last few sessions where they used the Mountain Travel Skill Adventure and decides to set the difficulty to Hard (◆ ◆ ◆).

# KEY SKILLS

**Athletics**: Using this skill represents traversing the forest, traveling through tough underbrush, vaulting over fallen logs as they pursue their prey.

**Coordination**: The nimble form of Athletics. Jumping across a ravine or crevasse, balancing across logs or moving nimbly through brambles and briers ad they chase the animal.

**Knowledge**: An appropriate Knowledge skill might allow a PC to understand the local lay of the land, the habits of the boar (or creature in question), or local custom for a traditional style hunt and how that could aid in finding the creature.

**Leadership**: This represents leading the party, organizing the porters to help clear brush, ordering the party to fan out and search in patterns when needed or in recalling the party when they need to stay close together.

**Magic**: Sensing the location of the animal, talking to a woodland creatures to find hints, giving speed to help in the chase.

**Perception**: Looking for trails or markings from the animal. Spotting paths that might make movement much easier.

**Riding**: If the party is using mounts (which is traditional here) then it represents controlling the mounts through the thick woods. It might also represent handling the hounds who might be aiding in the chase.

**Stealth**: This represents stalking the beast the party is after. Skulking through the woods quietly to try and close the distance.

**Survival**: Traversing the wilderness by making use of proper paths, least dangerous areas, and avoiding ravines is just up the alley for anyone skilled in Survival. Likewise the most appropriate use of this skill for tracking the creature cannot be over stated.

**Vigilance**: This represents being on the look out for the creature. This is a dangerous creature after all an no small matter of shooting some passive game for food.

# POSSIBLE SKILLS

**Alchemy**: This skill might possibly be used at the GM's discretion if the PC makes sound arguments such as watching out for certain briers or brambles or poisonous plant life as the move through the woods.

**Medicine**: The GM may allow the use of Medicine to apply salves or bandages to wounded party members or allies such as the porters, retainers, or even the mounts or dogs.

# COMPLICATIONS

The GM considers some of the Complications from various Skill Adventures. They pick and choose and reskin a few but ultimately decide to go with the following:

**Upgraded**: Because the Big Game Hunt involves a dangerous animal--upgrading the check one time to ensure there is a ⬢ will ensure that things are a bit more dangerous.

**Tuckered Out:** During the Skill Adventure at any time, the GM may spend a Story Point to force ALL PCs to make an immediate **Resilience** Average (♦ ♦) Check.

If they fail they are winded, and take a ■ on ALL future checks, representing they are exhausted ♲ ♲ spent to give a ■ to their next check or give them strain.
⩓ should give them a ■ to represent a second wind.

The GM wants the Skill Adventure to have some hazards and wants to have something to do with the ⊗ that might get rolled since the check is upgraded. He has decided to tweak the **Came Outta Nowhere!** Complication from the Military Skill Adventures a bit.

**Gore**!: Any time a ⊗ is rolled this represents the animal leaping from the brush and in this case with a boar-- goring the PC with their powerful tusks--the PC takes a Critical Injury.

The GM plans on having a combat encounter occur after the Skill Adventure is concluded so each failure will make the PCs a bit weaker for the final confrontation. So the GM has decided to take the Complication from the Barroom Brawl Skill Challenge and apply it here.

**Failure Equals Strain:** Any time a PC fails a check they take 3 strain.

**If the GM is feeling really nasty he may use the There Be Dragons Complication. But this might be a bit overkill.**

**There Be Dragons:** The GM may spend a Story Point and have everyone make an immediate **Vigilance** Check (⬤ ⬤ ♦). On a failure the PC takes a Critical wound from some lurking creature or dangerous plant (or even a trap!). Further ♲ ♲ indicates +10 per to such a critical roll. On a Failed check ♲ ♲ is a wound (no soak). A ✹ may allow a PC to save another PC from such an attack or allow the PC to reduce the Critical Wound roll by 10 per ⩓ .

# CONSEQUENCES

The GM wants the Big Game Hunt to finish in a combat encounter no matter what. However, that does not mean that the party won't have consequences for success or failure.

**Success**: The party is able to corner their prey and a combat encounter ensues as normal. Sometimes success means not having anything bad happen.

**Failure**: The party stumbles across their prey in a bungle, tearing through the wood line or underbrush disorganized. Their Initiative check will be an Average (♦ ♦ ) check instead of Simple (~). If the GM desires they could make this a Hard check and/or give the prey some automatic ✹ on their roll to represent the fact that the animal has the drop on the party.

If the GM desired he could have the game get away on a failure and the party might have to try again at a later date.

# STRUCTURE

A Skill Adventure in and of itself is a great way to guide the table through certain aspects of session. But with just a little bit of planning the GM can make a session full of excitement by stringing together Skill Adventures mixed with structured combat encounters and social scenes.

**Example**: The party is traveling through the Dark Spooky Forest, the GM decides that they will have an Easy Skill Adventure for the first leg of their trip.

He takes the Forest Travel Skill Adventure and plans out the consequences specific for the party.

On a Success they make it through the first part of their journey unmolested.

On a Failure they are attacked by giant spiders.

Following the success or failure of this first Skill Adventure he plans on them finding a hermit in the woods. This allows for some excellent role playing opportunities and then the GM has the PCs make another Forest Skill Adventure to continue their trek.

This time its still Easy because they managed to convince the Hermit to help guide them.

On a Success they reach their destination prepared for what awaits.

On a Failure they are exhausted and have their max strain reduced by 2 as they prepare to enter the overgrown dungeon that they seek to loot or perhaps their guide is killed by a fearful ambush!

Mixing and matching Skill Adventures along with structured encounters is a great way to make a session flow together. Armed wit this book you will be able to make your own Skill Adventures to fit your table and create excellent stories and adventures with your players.

One final bit of GM help lies in the next session with getting players a chance to better role play--Interludes.
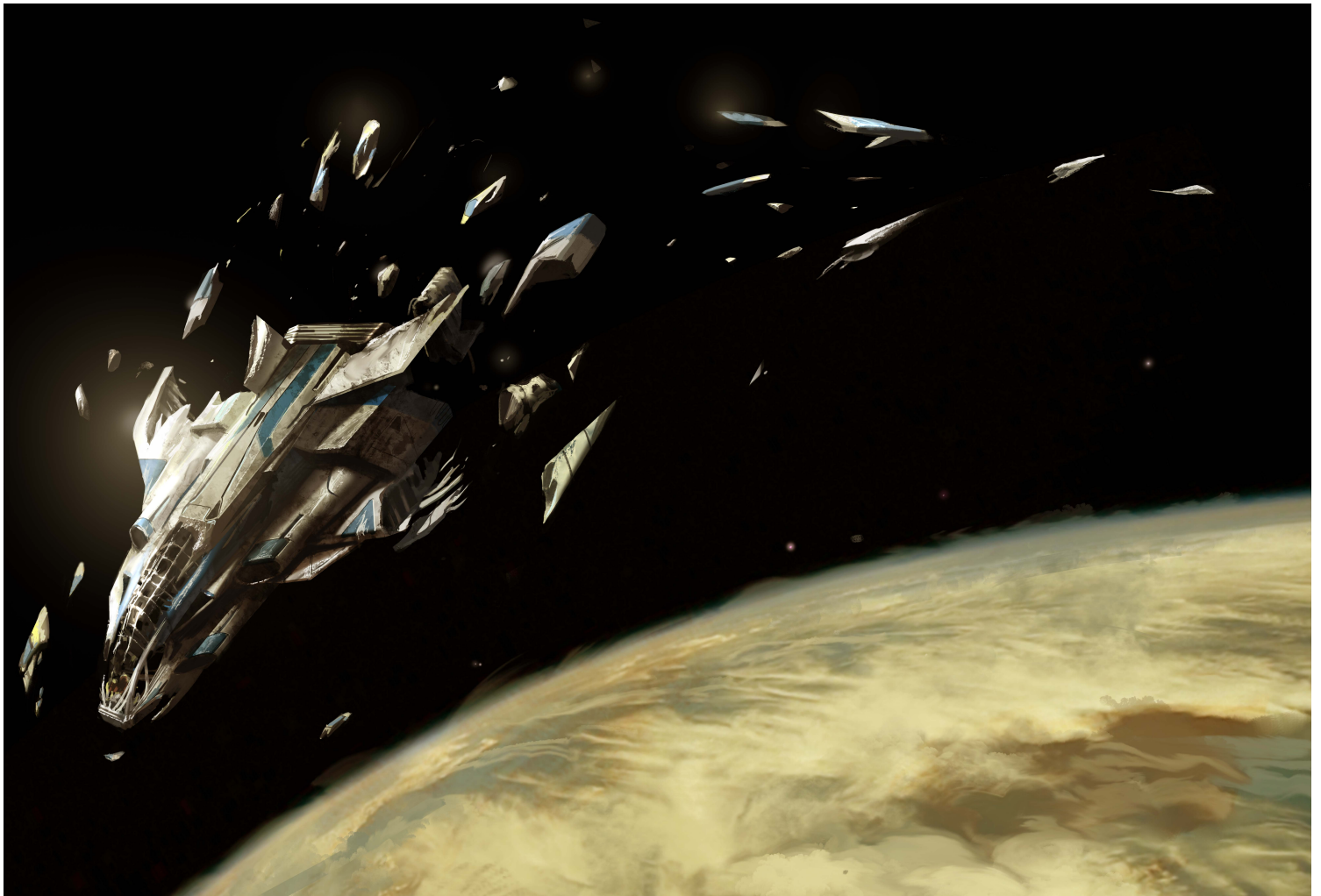
# INTERLUDES

## INTERLUDES

Unrelated to Skill Adventures, but no less fun are what are known as Interludes. An Interlude is a great opportunity for a Player to engage in excellent role play.

A GM should utilize Interludes whenever there is down time in real life or in the game. Traveling from point A to point B is an excellent time for an Interlude.

Oh but what is an Interlude you ask?

An Interlude is a brief snippet of a PCs backstory as told by the player in character. It is a great role playing oppertunity wherein a PC recalls a past event from their life--it may last from a minute or two to a full blown story with a song and dance depending on the role playing capabilities of the player.

What an Interlude does is to help include and essentially help aid players in role playing their characters by "forcing" (encouraging) them to role play. Often times Players are reluctant to role play or simply want to throw the dice. Good for the table is that both of those things get to happen. Read on!

# INTERLUDES

An Interlude is just a simple story telling mechanic in game to boost role play. It involves a PC who will tell a story from their past based on dice they roll at the table.

First start by selecting a PC who will conduct an Interlude. This can be done by random roll of a die or could be selected base on the situation. If the party is adventuring to recover a party's family member it may be more appropriate to have that PC give an interlude.

Then the PC will roll one of each die type (●◆■●◆■). From the results they should try and create a story. Use the dice as inspiration. It is a narrative dice system after all!

A roll that is a "Failure" is STILL as story. It is just a story about a character's past failure.

There is no chart that can be created that will be perfect for all characters. As one character's background may be completely different than another's.

A few examples below should help give you some ideas. As a GM try to help the players create a good Interlude by considering their background or implementing world building ideas into the story they tell.

**Example:** The party is in flight through a space lane and the GM calls for an Interlude to help break the time up. Vo'Cari rolls an Interlude (●◆■●◆■). His results are ⋀⋀�✸⊗⌂. After tallying and canceling out the appropriate symbols he has ⋀✸⊗. Vo'Cari recalls a story to his fellow party members of a time when he and his companions were fighting a great robotic monster on a derelict ship. They were successful in the fight (the uncanceled ✸) but in the endeavor he lost his arm (⊗) and proceeds to show the party his metallic hand.

**Example**: Brunna makes an Interlude and rolls a final roll (after canceling results) of ✸⌂⌂. She goes on to tell a tale of how she managed to sabotage a criminal network after she discovered their exploiting children workers, but it ended up meaning that she took on a bounty because of the people she double crossed.

If the Player gives a decent try at role playing or story telling and the GM thinks they tried they should Flip a Story Point to the Players' favor to encourage good role play and to reward the them.

Remember--some people will be better role players than others but as a GM if the quiet person who rarely talks at the table tells one tiny tale of an Interlude that should still count as much as the character who normally hogs the limelight's Interlude.

In order to select who should have an interlude is best to sometimes just go around the table. Try not to let one person go back to back, but let the Interlude moments rotate around so everyone gets a chance to shine.   Indeed, you may only have time for one or two Interludes in a session--and that is okay. For further inspiration of what stories might be told consider the side bar: Interlude Inspiration.

If a Player struggles with coming up with an Interlude--let them roll their Interlude roll at the end of a session, note it and give them time to think about it until the next session.

Adventure--Did the PC go on some quest?

Bravery--A tale of courage and valor.

Cowardice--A not so glamorous tale of a cowardly moment in one's past.

Decision--A moment when a PC had to make a decision--however fateful it might have been.

Endurance: A tale of perseverance and overcoming the odds.

Faith--A story of religious fervor or devotion to a cause.

Grief--A tale of loss. Friends or family--or even a passed PC.

History--A history of the local area or some legend from by gone days they may have heard of. Indeed, the GM may want to give the PC information to help them develop a good interlude.

Intellect--A story of outwitting or out thinking a foe, a puzzle or challenge.

Love--A story of romance--for good or ill.

Master--A tale of when someone became a master of a skill or a story about one's master who trained them.

Oppertunity--A story of a great chance that went good or sour.

Prize--A tale of a great bit of loot!

Rescue--A tale of daring rescue!

Song--Let the PC sing a song!

Trust--A story of trust and possibly betrayal if the dice go bad.

Unlucky--A tale of misfortune.

Vengence--A tale of blood thirsty revenge or justice.