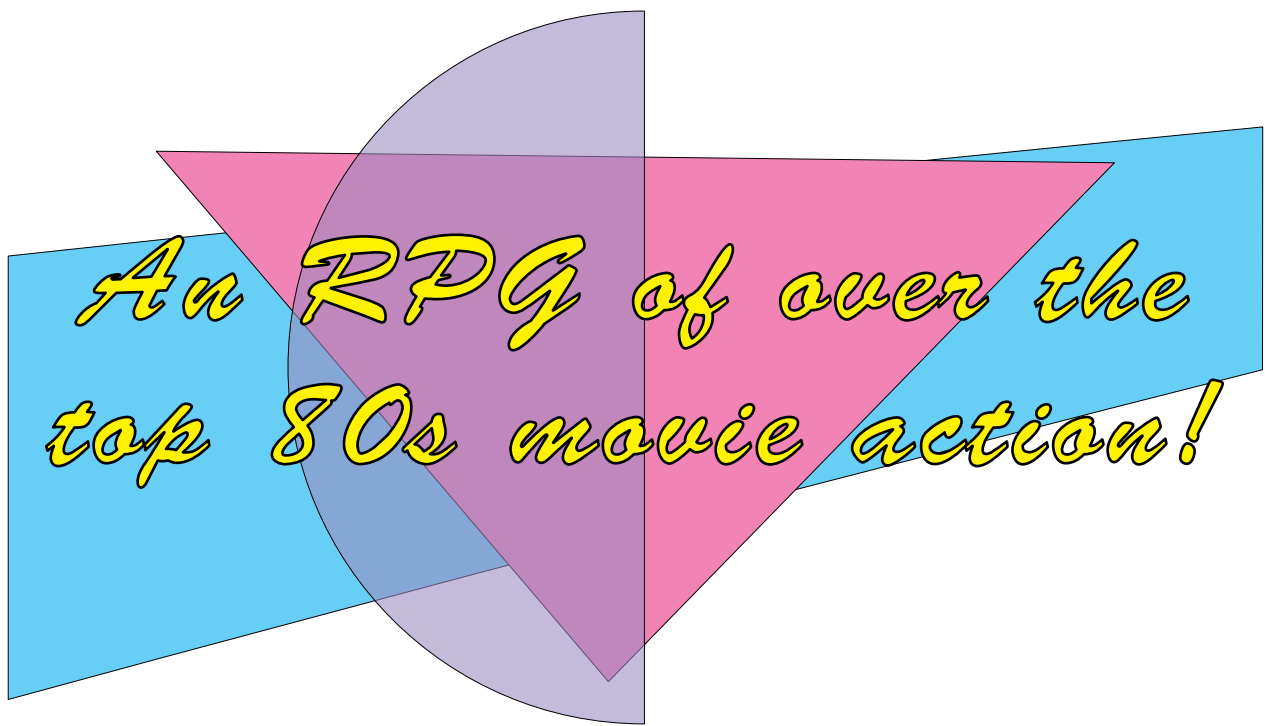


STRAIGHT TO VIDEO...



Colin D. Speirs

Straight to Video

A ROLE-PLAYING GAME OF MOVIE ACTION

by Colin D. Speirs © 2023

"The lights lower, the curtains open wide, a wide shot shows barbarian warriors, or was it a fast car chase with tuxedo wearing spies, or maybe it was space armoured soldiers stumping along the corridors of a sleek starship as it accelerates to ram a hapless foe.

The movie has started, the scene lies before you, but now, you control the Characters and you decide what you want them to do, and the story will never be the same again."

Dedicated to Chris Hart [@thegrognardfile](#) & Alister Davidson [@awdscrawl](#)

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Introduction

The goal of this role-playing game is to provide a light, fast, game of larger-than-life movie style action, mainly aimed at fantasy, science fiction and spy action films.

They might not be the best films, they might be cheaply made, badly outfitted and the same ageing rock stars as the backdrop of five films in the same week, but the adventure is high, the odds defied and the rewards worth the hazard.

So, with paper, dice and imagination, it is time to strap on sword or blaster (why not both?) leave caution at home and jet to adventure!

How the game works

Players might want their Characters to leap tall buildings in a single bound, but even heroes have limitations. The Characters say what they want to do, the GM figures out how difficult that task is and assigns a number from

- 1 (easy) to
- 6 (impossibly hard)

Characters have some raw ability, quantified by their Attribute, and their training or special talents, their Specialisation.

When the Character has to test to see if they can perform a task, the player rolls one six-sided die for each point of the appropriate Attribute and an extra die for an appropriate

Specialisation. Some Specialisations can be taken many times, and they add a die for each time.

The Character hopes to equal or exceed the difficulty by getting enough dice that are successes; a 4 or more on a six-sided die is a success. Some circumstances can change that success range, e.g a curse makes achieving a success more difficult, requiring a 5+ rather than a 4+.

If someone is trying to stop the Character succeeding, both roll their dice and the one with the most successes wins. If both roll the same number of successes, then if plausible, the one trying to achieve their goal succeeds, but there is a complication of some sort.

Example. Ace spy Philomena Blaze is sneaking past a sentry. They have 5 dice to roll, the Sentry has 2. Unfortunately for Philomena, they and the guard both get 1 success. They have got quietly past the sentry, but some off duty guards are coming into view.

Creating a Character

ATTRIBUTES

There are four attributes that define the Character's core abilities and thus their chance to succeed at anything they try.

Force

Skill in using tools and techniques that require a bit of application of strength.

Deftness

Manual dexterity and the ability to get out of harm's way or perform acrobatic feats.

Presence

Being attuned to the world and others, this is also the ability to use that attunement to influence or understand.

Knowledge

Understanding the mechanisms of the world, and knowing esoteric secrets long hidden.

The player has six points to distribute between the Character's attributes; a Character can be given zero points in an attribute, but no attribute can be above three at the outset.

If Characters are damaged they temporarily lose points from an attribute. If an attribute is reduced below 0, the Character is knocked out.

STARTING EQUIPMENT

The Character has a small amount of money (3d6 Thalers), one weapon, and one only of

- A second weapon
- Adequate armour
- A book of secrets
- Tools of a trade

SPECIALISATIONS

The Character now has four Specialisation Points; a Specialisation costs one, two, or three of those points, usually these are added to an Attribute to increase the chance of

success. A Specialisation can be bought more than once, and sometimes they give the Character apparent super-powers.

Force Specialisations

Feats of Strength

Breaking down doors, throwing guards off walls, bending prison bars, lifting heavy weights etc.

Hand Weapons

Swords, daggers, spears in one hand, clubs, joint of beef; they're all the same aren't they?

Strong Defence

For parrying or blocking with a shield; beat an attacker with this and the Character might knock their enemy down.

Two-handed Weapons

Using bigger, heavier or longer weapons with both hands.

Deftness Specialisations

Archery

Expertise with bows, crossbows and, inexplicably, slings.

Guns

From matchlocks to blasters, this is the skill to use.

Quick Response

Getting out of the way of nasty objects by dodging or acrobatic rolls; if very successful this can put a Character at an advantage against their foe.

Drive Vehicle

If I can drive an ox-cart, I can drive a super-car! Works for boats too.

Pilot

Whether biplane, passenger jet or star-fighter, the Character knows their way around the controls.

Sleight of Hand

Any skill using legerdemain or manual dexterity, such as lock picking, cheating with cards, juggling, fixing or deactivating machinery.

Stealth

Sneaking about, being silent, hiding in shadows, etc. Also useful in sneaking about in vehicles.

Thrown Weapons

Chucking any small thing, rocks, knives, darts, books etc with some degree of accuracy.

Tumbling

Feats of acrobatics, climbing, tight-rope walking or any other gymnastic spectacle.

Presence Specialisations

Discover

Spotting hidden things, following a trail, researching information or any other making sense of a pattern.

Friendship with Animals (2 points)

The Character has an empathic link with animals and are able to persuade them to help them, though they should help them in return. They will not sacrifice themselves for

the Characters unless they have built up a strong bond.

Luck (3 points)

For each point of Luck, roll 1 of the dice in a test in a different colour; if that die is a 6, then one gets to roll another die to possibly add to one's successes. If that is a 6, roll again and keep rolling for as long as sixes come up.

Thaumaturgy (2 points)

Invoking the powers of a supernatural entity or force for benefit or ill. See the Sorcery and Thaumaturgy section.

Staging

Acting, playing an instrument, reciting poetry but also impersonation and imitating.

Sway

Using charm, intimidation, bargaining or the like to get one's way with people, spirits, animals or whatever.

Knowledge Specialisations

Arcane Secrets

Having information about the fantastic, the magical, the divine, the infernal and the otherworldly.

Mundane Knowledge

Knowing about the everyday, history, culture, power structures and trade of the world or, if in a multi-world universe, many worlds.

Outdoors Mastery

Finding one's way about the wilds, finding food, surviving and thriving in the wilderness, knowing a thing or two about animals.

Quartermaster Branch (2 points)

The Character is an agent of an organisation that supplies them with all sorts of useful gadgets. Each session they start with 1 die per level of Quartermaster Branch. They can spend a die to act as a level of any other (non Talent) Specialisation, but they cannot use a spent die again that session. If a session goes on over 3 hours, the Character get one spent die back at the start of each extra hour.

Sorcery (2 points)

The subtle art of magic, usable for evil or good. See the Sorcery and Thaumaturgy section.

Tech mastery (2 points)

The Character specialises in the arcane world of technology, fixing machines, hacking computers and creating ramshackle, one-off emergency pieces of equipment in the field.

Talent Specialisations

These are not tied to any Attribute, but are other features of the Character which can only be bought once.

Earthfolk (2 points)

The Character feels comfortable underground and working with stone and metal. They gain 1 extra die for Outdoors Mastery underground or Knowledge involving underground environments, metalwork, and stonework. They can see in gloom as easily as most see in daylight,

Mountainfolk (3 points)

Not quite as tall as a mountain, but the mountain life has caused them to grow big

and strong. They gain 1 die when using Outdoor Mastery (for mountains only), Two-handed weapons and Feats of Strength.

Artificial Lifeform (1 point)

The Character is a robot, android or synthetic replica of a natural lifeform. They gain 2 dice in one other specialisation costing less than 2 points, but, when using it, roll the dice in a different colour. If they get a double failure with those dice, you have a malfunction.

Spacefolk (2 points)

The Character grew up travelling the space ways, whether asteroid mining in some far off Belt, tramp trading with the family, or a cadet for some Star Navy. They gain 1 die when using Pilot and Outdoor Mastery for Space.

Woodfolk (3 points)

The Character grew up at home with the spirits and creatures of the wood. They gain 1 extra die for Outdoors Mastery in the forests, Archery and Knowledge of Woodcrafting or Arcane Secrets. They can see in gloom as easily as most see in daylight,

Mystic Order (3 points)

The Character has been trained to attune themselves to the universe and develop near supernatural reflexes and insights. This allows them to use skills in ways that a normal mortal would not normally be allowed to by the rules. See the Mystic Order section.

Using Attributes and Specialisations

As outlined in the 'How the Game Works' section earlier, the Character's chance of achieving anything is measured by how many

successes they can achieve on a number of D6; that number being set by the GM when they have heard what the Character is trying to achieve.

Instead of using opposed rolls, as in the example, the GM could decide to use the Attribute + Specialisation, in this case the guard's Presence of 1, as the target number. If the guard had a level of Discover, then that would have made the target 2.

If using these target rolls the exact roll on target is a *"success, but there are complications"*.

What a complication might be depends on the circumstances, but it should escalate things.

- You tried to climb high up to get out of the trooper's sight, but you are now on the ledge of an occupied room.
- You steered your craft out of the path of the onrushing corvette, but one of their guns gets a shot at you as you go past.
- You bypassed the alarm on the Grav-tank, but you shorted out the engine, and it will need a noisy minute to get it purged and started again.
- You are shadowing the High Chanter of Drun as they sneak through the alleys of the Thieves' Quarter, but some of those Thieves spot you.

Helping others

If appropriate, one Character can help another, but adding either the Attribute or their Specialisation as appropriate, this includes two or more attacking a single defender in combat.

Fighting for fun and profit

Fighting is another form of skill use and, like other skills, either opposed rolls or a target number can be used, the latter especially when low grade non-player Characters like guards or bandits are the opposition.

Combat should not be a slog, it should be fast and furious, with player Characters able to endure some damage, but being able to knock foes down as they swing across ropes, leap chasms and get to the heart of the castle.

Combat is split into rounds. At the start of combat each Character rolls 2d6 and adds their Deftness. The higher numbers go first. Each Character can move a plausible distance and attack.

If an attack succeeds against a Character then damage is taken against Force or Deftness. One point for succeeding in the attack, plus one point for every success over the opponent.

The complication Characters will have for equalling their opponent's defence with a melee weapon is to also take a point of damage themselves, though armour still protects them.

Gunnar the Rover strikes Ubbhak the Troll with their axe; Gunnar rolls 3 successes with their attack, as does Ubbhak with their defence. Gunnar does 3 points of damage to the Troll, but also takes 1 point of damage themselves. If Gunnar had also been using a shield, it would have protected them from that

damage.

Hits are not necessarily contacting with the business end of the weapon, it might be that they have knocked the opponent's weapon aside and kicked them out of the way, or rammed a pommel or haft to the side of their head.

Weapons

Weapon damages are rated as

- Improvised
- Small
- Medium
- Big
- Hefty

Damage done

The weapon, or object used as a weapon, does the damage done due to the Success roll. However weapons may do extra damage.

- An Improvised or Small weapon or fist or kick just does the standard damage.
- A Medium weapon or big teeth or claws does 1 extra damage.
- A Big weapon does 2 more damage.
- A Hefty weapon does 3 more damage against 1 opponent, 2 more against 2, 1 more against 3 and normal against 4 to 6; after 6 they are interrupted but unharmed. When using a Hefty weapon targeting just one person, the others near them get caught in the sweep/blast.

Damage Type

Improvised

Melee

Stools, joints of beef, belying pins etc

Missile

Small

Daggers, Blackjacks, billy clubs, short swords, hatchets etc

Thrown weapons, concealable hold out pistols

Medium

Battle axes, maces, longer one handed swords, a spear in one hand etc

Shortbow Arrows, pistol bullets, blast pistol bolts

Big

Two handed weapons

Crossbow bolts, arrows from a longbow or composite bow, rifle bullets, heavy blaster bolts

Hefty

Large weapons used by ogres and giants, often against groups of smaller opponents

Grenades, explosive shells, light blast cannon, auto cannons

Fast Repeaters

Some missile weapons, like submachine guns, machine guns and repeating blasters, can throw out a lot of missiles in a short time.

When using a Fast repeater throw two extra dice in addition to the normal dice; they should be in two separate colours from the skill dice. One will only count as a success on a 5 or 6. The other on a 6 only. If the Character is cursed or otherwise only succeeds on a 5+, they lose the "5 to 6" dice. If they are Blessed, however, the bonus dice are unchanged.

If a failed attack with a Fast Repeater contains any doubles in the failure dice, the gun has run out of ammo, and the next attack does not gain the benefit of the bonus dice. If it is a triple then it is a jam, the next attack does not get the benefit of the bonus dice and the other dice are successes only on a 5 or 6.

Holdout

This is a small type of weapon designed to be almost undetectable in a search. Any attempt to find it is at 1 Difficulty higher.

Slow weapon

This is a slow weapon to use. If a turn is not taken to ready the weapon, the next attack is at -1 Dice.

Slug punch

If a target is hit by a Slug Punch weapon with 4 success rolls of 6 on the die, it is knocked back by the shot. The target must make a Deftness Roll against a Difficulty of 3 to stay upright.

Blaster

Blaster bolts have a chance to set a target on

fire. If the target is hit by 4 success rolls of 6 then the target is on fire. If the target does not use their next attack to put the fire out, they take another point of damage.

Stunners

Blasters can be set to Stun setting, or specialist Stun Blasters can be bought. If a character is brought into unconsciousness by a Stunner, then the damage they suffer is not permanent, they recover 1 point per hour and, when that gets to 1, they are conscious again.

Sonic sword

A high-tech melee weapon that uses highly focused energy that gives off a distinctive hum, hence the name. The sonic sword does BIG damage but can be used in one hand. If all the attack dice of a successful attack are 6s then it chops something off, to the dismay of the victim.

Strong Defence and Quick Response

A straight success with this negates one point of damage from an attack. Beating an attack with these skills means that the defender can

- Strong Defence - knock the attacker off balance, their next attack is at 1 die less, minus 1 die for each extra success of the Defender to a minimum of 1.
- Quick Response - The Defender has a choice, either they get a free attack, with the Attacker getting to defend as normal, or they have slipped behind their Attacker and their Attacker's next defence is at 1 die less, minus 1 die for each extra success of the Defender to a minimum of 1.

Thrown weapons and Archery can only be defended with using Deftness/Quick Response.

Reckless Attack

The attacker ignores defence, they cannot defend if attacked, and add their Strong Defence or Quick Response to their attack.

Desperate Defence

The defender cannot attack as they are concentrating on keeping opponents away; they add a melee weapon Specialisation to their defence.

Armour

Most player and non-player Characters wear either no armour or Inadequate armour that affords no protection but is meant to look cool. Occasionally the propmaster will give a character adequate looking armour, a full mail shirt instead of a patch of mail on one shoulder.

If a Character takes 4 points of damage in a single hit, they lose 1 point of armour, if they have it.

A shield or adequate armour gives 1 point of protection. If a Character has both a shield and believable armour then if they lose one, then they still have the other.

Impressive armour gives 2 points of protection, but reduces use of a Deftness attempt by 1.

Powered Armour or Magical armour gives 2 points of protection, with no Deftness penalty.

Getting grunts out of the way

Most low level NPCs do not use the same endurance rules as player Characters or more important NPCs, they can take 1 or 2 points of damage. They are not killed, they are knocked down, shoved out of the way, have embarrassing things happen to them and are hors de combat now, but might come back into the fray later, eager for revenge.

Mayhem and Movement

Characters can try acrobatic attacks such as swinging into someone on a rope or sliding down a scree slope with sword extended. In these cases use Deftness and Tumbling for a success chance instead of Force and weapon Specialisation..

Anchali is trying to escape Kamatsu Prison. She has a club, but rather than get into a fight with the last guard, she swings down on a rope using Deftness 3 and Tumbling 1 against the Guard's Deftness of 1. She wins and the guard falls off the wall as her swing drops her off outside and to freedom.

Situations

Special situations can give the Characters bonuses or penalties.

Attacking from behind, or concealment +1

Die to attacker

Being partially restrained or hindered -1 Die to any Attack or Defence

"I have the High Ground" +1 Die Attack, -1 Die Defence

Multiple attacks

A Character with more than one point of

Specialisation in an attack skill can choose to make more than one attack, either against the same opponent or against multiple opponents.

How a Character chooses to split their dice is up to them, If they have say 5 dice in total, for example, they could use

- 4 dice against one target and 1 die against the other
- or 3 dice against one target and 2 dice against the other
- or 5 dice against just one target

However multiple attacks against the same opponent would be less likely to succeed, though it might result in more damage being dealt.

E.g. Falcon the Slicer is facing two rather pathetic ruffians on the road. Falcon has Force 2 and Hand weapons 2, so they choose to use two dice against one ruffian and two dice against the other.

The Ruffians both have Force 1 and Hand Weapons 1. One Ruffian decides to Help the Other, and adds his Force of 1 to the other Ruffian's increasing their chance to attack from 2 dice to 3.

Defending again multiple attacks

If a Character is being attacked multiple times, they can defend against two opponents at full Defence. For each extra opponent there is, the defence is reduced by 1 Die, but is always at least 1.

Thaumaturgy and Sorcery

Anyone can call upon gods or spirits, but a skilled Thaumaturge has the skill to really grab their attention. Sorcerers bend reality to their will, usually using power either gained from long serious study or taking a short cut and signing up to a Demon Patron.

Both work the same way, the Thaumaturge or Sorcerer declares what invocation or spell they wish to use; they see how many successes are needed to cast it. An invocation or spell might take a while to cast, for example:

In combat Kurru-han the Sorcerer needs 5 successes for a spell, but only has Knowledge plus Sorcery of 4 dice. Kurru-han will need at least two rounds to cast the spell.

Rolling to cast is the caster's action for the combat, and they can save up the successes from round to round until they get enough, or even more for an increased effect, but if they ever have more failures in total than successes then the invocation or spell fails, and they have to start again. Magic is powerful, but difficult.

Complications for Thaumaturges and Sorcerers for only equalling their Success chance are them starting to attract attention of otherworldly creatures or, even worse, sword swinging heroes. Eventually enough attention will be gained that something nasty will happen.

Resisting Invocations and Spells

If using opposed rolls, the Invocations are resisted with Presence (adding Thaumaturgy if they have it) and Spells are resisted with Knowledge (adding Sorcery). Targets always get 1 die to roll to resist, adding their actual Presence, so that even 0 Presence Characters have a chance to resist.

To resist, the target rolls their resistance; Thaumaturge or Sorcerer roll their Attribute + Specialisation again, and if the target beats the caster then they have resisted.

Improving chances of success

As well as using a Thaumaturgical Invocation, chances of success can be improved with meditation and sacrifice.

A Sorcerer can reproduce the effects of a Bless Invocation by shedding two points of damage as they sacrifice blood for power.

A Thaumaturge can spend an hour in meditation, or three rounds doing nothing else in combat, to reproduce the Bless effect.

Thaumaturgic Invocations

Animate Dead - 5 Successes

The Thaumaturge commands a spirit to animate a corpse to fight for them. The dead thing has FORCE 2 and DEFTNESS 1. Each extra success allows the Thaumaturge to add 1 to one of those Attributes.

Bless - 4 Successes

The target's success range is 3+ for 1 action or,

if in combat 1 round. Add 1 action or 1 round for each success over 4.

Commanding Spirit - (2 + PRESENCE of the Target) Successes

The target of this invocation is frozen on the spot for 1 round, plus one more for every extra success.

Curse - (3 + PRESENCE of the Target) Successes

The target's success range is 5+ for 1 action or, if in combat, 1 round. Add 1 action or 1 round for each success over 4.

Empower Weapon - 3 Successes

The weapon this power is granted to is able to deal full damage to undead and creatures from another plane. Usually weapons require 2 points of damage to deal 1 point to undead.

Instil Fear - 6 Successes

The Thaumaturge opens up the deepest, darkest, fears of the target. This is an attack on the Presence of the target. If any damage is taken the Character is struck with fear and may run away, or freeze or do something amusing. If Presence goes below 0 the Character loses consciousness.

Heal - 3 Successes

The target gets 1 point of damage to any Attribute healed, +1 point for each extra Success.

See True - 3 Successes

This allows the Thaumaturge to add their Thaumaturgy Specialisation to any attempt to DISCOVER something.

Strike Foe - 4 Successes

This invocation causes damage as a small weapon against the PRESENCE of a foe.

Visions of Bobbins - 4 Successes

The target sees the spinning yarns of Fates weaving history and hears the chatter of the loom, confusing and stunning them, leaving them incapable of doing anything except defend themselves at 1 die less for 1 combat round plus 1 extra per extra success.

Sorcerous Spells

Assume Form - 6 Successes

The Sorcerer can assume the shape and voice of someone other than themselves, though this form can be revealed by use of a Scrying Stone.

Rend the heart - (5 + FORCE of the Target) Successes

The Sorcerer uses their Telekinetic powers to rip the heart from the target. Upon success of the spell, the target must roll Force (+ Feats of Strength) vs the Sorcerer's Knowledge + Sorcery. If they succeed then the spell has no effect.

Each round this is cast, the target must roll FORCE. As long as they get 1 success they can act, otherwise they are wracked with pain.

Scrying stone - 8 Successes

This Sorcerer concentrates on a stone and sends their spirit forth. As they do so their body is unprotected; they can send the spirit up to 10 miles away each hour, + 10 miles an hour for each extra success.

Each hour the Sorcerer is scrying they take 1 point of damage. The Sorcerer needs 4 Successes vs Knowledge + Sorcery to return to their body; the return is instantaneous. The Sorcerer is unaware of anything happening near their body whilst they are away from it. If they fail to return or take too much damage then the Sorcerer is unconscious for 12 hours.

Starburst - 5 Successes

This spell casts a bolt of sparkling light at a foe. It does damage to the target as a big weapon and anyone else within 2 yards takes damage as if from a small weapon.

Spark bolt - 2 Successes

This spell casts a bolt of sparkling light at a foe. It does damage as a small weapon.

Telekinetic Grasp - Successes vary

With this the Sorcerer can lift an object up to 10 metres away. It costs

- 2 Successes for a small object
- 3 successes for a medium object
- 5 successes for a big object
- 8 for a hefty object

Small/medium/big are defined as equivalent to weapon sizes, Hefty is something like a bench or table. The Thaumaturge can move this up to 15 metres away in a combat round. For each extra Success they can use the object for an extra round or move it an extra 5 metres. If used as a weapon, the Sorcerer uses Knowledge instead of Force, plus the weapon Specialisation.

Mystic Order

The training the Mystic Order gives is unlike that of Sorcery or Thaumaturgy. Instead of being able to use all of the disciplines of the Order, disciplines are bought with Specialisation Points.

Enhanced Senses (0 points)

If the Character needs to use their senses in a test, the Difficulty is one less than usual. If it is a contest, then they can re-roll one failed dice.

Higher, Stronger, Faster (0 points)

If the Character has to make any jump, or climb, then the Difficulty is one less than it otherwise would be. If it is a contest then they can re-roll one failed dice.

Iron Limbs (1 point)

The Character can now do damage with fists and feet as if they were medium weapons.

Deflect arrows (1 point)

If the Character has a melee weapon they can use Strong Defence to defend against arrows and thrown weapons. If they have the Iron Limbs Skill then they can use their bare hands.

Remote hand (1 point)

The Character can manipulate something that they can see within close range, but not touch. However they lose 1 die from any skill use as this power is not as agile as a hand. This can only be used to use small weapons.

Remote grasp (2 points)

To have this the Character must first have Remote Hand. This allows medium weapons to be used and for objects to be thrown.

Deflect Bolts (2 points)

The Character must already have Deflect Arrows; with this ability they can use a Sonic Sword to deflect blaster bolts using Strong Defence.

Hands of Force (3 points)

The Character must already have Deflect Bolts and Iron Limbs; They can now use Strong Defence to deflect blaster bolts with their bare hands. Their hands and feet now count as Big Weapons in melee combat.

When a successful parry of a blaster bolt contains three of the same number on the roll, they can deflect the bolt towards any target they can see, as a free attack, using their Strong Defence as the attack skill.

Suborn senses (2 points)

The mystic causes the illusion of something to confound the target. They hear a noise a little way off, they see something from the corner of their eye, the taste of the food evokes a memory. This is a Presence vs Presence attack.

The Eye Deceives (4 points)

The Character can use Quick Responses as a defence against any missile. If successful they are unharmed, even by Hefty weapons.

Trick the Mind (4 points)

Mystics are trained to modulate their voices to make suggestions in the minds of those that hear them. If they succeed in a Presence vs Presence attack, they can implant a suggestion that does not directly harm the hearer, e.g. "Untie me" or "These are not the robots for which you are searching".

Things to buy

The standard currency is the Thaler. There are smaller denominations of copper or tradable valuables, but most things that the Characters will want can be purchased in Thalers.

| Item | Price |
|--------------------------|-------|
| Small hand melee weapon | 4 |
| Medium hand melee weapon | 7 |
| Two handed melee weapon | 10 |
| Sonic Sword | 60 |

| Item | Price |
|-------------------------------|---------|
| Sight | 15 |
| Improved Sight | 25 |
| Inadequate armour | 2 - 6 |
| Adequate Armour | 8 - 12 |
| Shield | 4 - 8 |
| Impressive Armour | 12 - 20 |
| Horse | 12 |
| 1 week's food and drink | 1 |
| 1 week's decent accommodation | 2 |

Weapons using the Archery skill:

| Type | Damage | Features | Price |
|---------------|--------|----------|-------|
| Shortbow | Medium | | 8 |
| Composite Bow | Big | | 14 |
| Longbow | Big | | 12 |
| Crossbow | Big | Slow | 8 |
| Sling | Medium | | 1 |

Weapons using the Guns skill:

| Type | Damage | Features | Price |
|--------------------|--------|---------------------------|-------|
| Holdout Pistol | Small | | 25 |
| Wheellock Pistol | Medium | Slow | 12 |
| Pistol | Medium | | 20 |
| Arquebus | Medium | Slow | 16 |
| Shotgun | Medium | Slug punch | 28 |
| Sub machine Gun | Medium | Fast Repeater, Slug Punch | 28 |
| Matchlock Musket | Big | Slow, Slug Punch | 22 |
| Rifle | Big | Slug punch | 22 |
| Machine gun | Big | Fast Repeater, Slug punch | 35 |
| Autocannon | Hefty | Slug punch | 50 |
| Holdout Blaster | Small | Blaster | 30 |
| Blaster | Medium | Blaster | 25 |
| Assault Blaster | Medium | Blaster, Fast Repeater | 32 |
| Support Blaster | Big | Blaster, Fast Repeater | 40 |
| Light Blast Cannon | Hefty | Blaster | 50 |

Weapon Sights

Sight

An addition to a crossbow, firearm or blaster which allows a re-roll of any one failed dice in an attack.

Improved Sight

Like the Sight, but better, this allows re-rolls of any two failed dice. If only one dice fails, you can re-roll that if it fails.

Note on Sights

If all the dice, including re-rolls, for attacks using Sights/Improved Sights are "1"s, then the sight has been knocked off true and will need to be re-zeroed during a period of peace and calm.

EXAMPLE OF CHARACTER CREATION

Tim is running a science fantasy campaign where the characters start as a ragtag crew of misfits taking semi-legal jobs and surviving as best they can, dodging the law and an authoritarian government.

One of the players, Anna, wants a character who is a hotshot technician and safe-cracker, someone born on Earth but who has lived their life in one station or another.

She puts:

- a point into Force
- 2 points into Deftness
- 1 point into Presence
- 2 points into Knowledge

She then chooses her Specialisations:

- 1 level of Quick Response (1 point)
- 1 level of Pilot (1 point)
- 1 level of Tech Mastery (2 points)
- 2 levels of Sleight of Hand

Anna names the character, and gives them a holdout blaster and a set of tools

ARTEFACTS OF FANTASTIC RENOWN

The Clawsword

A single-handed sword made in far Ehlios for their kings, this seems like a simple, well made, sword; its pommel a simple orb, but the long, straight quillons end in a claw-like tip. It has the following properties:

- It does damage as a big weapon
- The quillons can be fired at range, doing damage as a Small weapon.

Cromwius' Sceptre

A short, plain, unadorned rod of steel carried by the tyrant Cromwius as a symbol of authority. As is, it is a small weapon; however, at a twist, it springs open to reveal a double-headed spear that could be wielded in one or two hands, giving the wielder the next attack against a foe even if usually they would be last.

If the wielder takes a wound then the next attack will cause an extra wound if it hits, as the sceptre feeds off the blood with electric sparks.

The Crossbow of Randolph

This is a small repeating crossbow that is held in one hand. It can fire two shots per attack, the first at normal chance as a medium weapon, the second at 2 dice less chance as a small weapon.

Crullyn's Star

Made in the form of a five armed star about two hand-spans across, this thrown weapon can attack multiple foes; it attacks the first at the normal attack chance. For every successful attack, it can attack another foe at 1 die less. As long as it has succeeded in attacking one target it will come back to the hand of the wielder after use. It does damage as a medium weapon.

The Sword of Falcon

This long sword, with a pommel shaped like a falcon's head, its beak grasping a glowing stone. It will only bond with one pure of heart and purpose. This sword can be wielded in one or two hands using either hand weapon or two handed specialisation. It has the magical properties of:

- Adding 1 die to either Attack or Defence (Strong Defence or Quick Response);
- It will come to its owner when called.

The Sword of Riddles

Forged with songs and spells sung by the smith, ones that strengthened the steels with strange kennings and puzzles, this sword has charms on it never to fail the one who wields it. It has the properties of:

- Wielder can, in a combat round, re-roll one unsuccessful die in either attack or defence;
- If the attack has three successes more than needed, then the opponent's weapon or armour (if Adequate) has broken.

CHARACTER DEVELOPMENT

Characters can gain Attributes and Specialisations. At the end of an adventure or, for a long adventure, after a suitable moment, the Characters should each get a Specialisation Point. If there has been good Characterisation or heroics, a Character can be awarded an extra point.

Specialisation points can be spent to buy new Specialisations or buy again ones already possessed to increase one's chance. The points can be saved, to buy more expensive Specialisations or to increase an Attribute. It costs 10 Specialisation points to increase an Attribute.

HEALING

Apart from magical healing in a combat situation, heroes heal 1 point of Damage for each hour of rest. They have the constitutions of oxen (and sometimes their wits too!).

GOING STRAIGHT TO VIDEO

Whatever the world your adventures are set in should be larger than life; consistency and 'making sense' is not the top priority. It can have busy towns and cities in deserts which have no irrigation, trade routes or crops as a reason to exist, and yet seemingly every important character arrives there sooner or later. Styles can be mixed from our history, a

long-coated wizard with longsword covered in flame battling a space pirate with an axe; doublet-wearing raccoon-like creatures can fly starfighters over Mayan cities as bolts of shadow try to shoot it down.

What it should have are vile villains to defeat, dastardly schemes to thwart, treasures to steal, lands to save, evil Sorcerers to vanquish and the opportunity to become pirates, heroes, detectives, thieves, generals or fugitives from session to session.

ENCOUNTERED PEOPLE AND CREATURES

F = Force D = Deftness
P = Presence K = Knowledge

A few samples to get a Gamemaster started. To create tougher, more capable versions just add extra Attributes or Specialisations.

Bog Standard Fantasy Guard

F 2 D 1 P 0 K 0
Hand Weapons 1
Strong Defence 1
Inadequate Armour

Fantasy Guard Sergeant

F 2 D 2 P 1 K 0
Hand Weapons 2
Strong Defence 1
Inadequate Armour

Hunter

F 1 D 2 P 2 K 1
Quick Response 2
Archery 2
Outdoors Mastery 1

Giant

F 3 D 1 P 1 K 0
Two handed weapons 2
Strong Defence 0
Feats of Strength 2
Skin counts as Adequate Armour

Giants use a club that counts as a Hefty weapon. They come in a variety of sizes, from looking like an only slightly taller and broader than average human (sticking to the budget) to as tall as a tree in better funded universes.

War Dog

F 3 D 2 P 1 K 0
Bite and Claws count as Medium Weapons
Quick Response 2
Inadequate Armour

Science Fantasy Warrior

F 2 D 2 P 2 K 0
Two-handed weapons 2
Archery 2
Impressive armour

Clad in face hiding black armour, their weapon is the Lightning Spear, which counts both as a 2 handed weapon and shortbow.

Assault Trooper

F 2 D 2 P 1 K 0
Guns 1
Drive Vehicle or Pilot 2
Inadequate armour
Fast Repeater Pistol or Blaster

Whether Earthbound Supervillain's goon or frontline Space Empire soldier, this adversary has a short weapon for close assault.

Support Trooper

F 2 D 2 P 1 K 0

Guns 2

Adequate Armour

Machine Gun or Heavy Repeater Blaster

This trooper provides heavy fire to cover the Assault Troopers. They get armour as they become automatic targets.

Restless Dead

F 1 D 0 P 0 K 0

Hand Weapons 2

Strong Defence 0

Inadequate Armour

Undead - It takes two points of Damage to cause one point of Damage to an Undead unless the attack is made using an enchanted or silvered weapon.

Ghost

F 0 D 2 P 3 K 1

Instil Fear (Thaumaturgy) 4

Quick Response 2

Inadequate Armour

Immaterial - Can only be damaged by enchanted or silvered weapons or magic. Even with silvered weapons it takes two points of Damage to cause one point of Damage to an Undead.

Living Statue

F 3 D 0 P 1 K 0

Hand Weapons 2

Strong Defence 2

Feats of Strength 1

Its skin counts as Impressive Armour

A Living Statue uses a carved mace that counts as a Big weapon.

Psychic Dominator

F 1 D 1 P 5 K 2

Quick Response 1

Sway 3

The Psychic Dominators are an ancient cult that use their powers to enslave others and set themselves as rulers. A Dominator uses a Presence vs Presence attack and, once the "damage" to its victim's Presence takes it to zero, the Dominator can see through their eyes, hear with their ears and speak with their mouths. Over time the Dominator can control a network that gives control over nations and, eventually worlds.

Ravenous Trickster

F 2 D 2 P 4 K 1

Assume Form (Sorcery)

Claws (Medium Weapon)

Hand Weapons 1

The Ravenous Trickster assumes a trustworthy form to get close to people before killing and eating them. They are excellent at picking up on cues from people to seem friendly. Some are able to read the thoughts of their targets and assume a form known to the victim.

CHASE SCENES

Whether on foot, horse, boat, car, plane, or starship, sometimes there is a chase. This is a

difficult thing to simulate in a game, and something films often do almost as badly.

The point of a chase is to catch the thing being chased (or to escape from the pursuer, depending on one's point of view!), and this game splits ranges into (from closest to furthest)

Engagement
Short
Medium
Long
Distant
Escape

Ranges are relative to a situation, an absolutely set distance of Distant in a foot chase would be Short or Engagement in an aircraft dogfight.

The point of the Quarry is to get to Escape, the Hunter to get to Engagement range, that is where you can almost touch (or at least throw a rock at) them.

Each turn of the chase, the Hunter and Quarry roll their dice, often using Drive Vehicle or Pilot Skill. If the Hunter wins, they move closer a level. If the Quarry wins, they draw apart a level.

If the distance does not change after three rounds, the Quarry escapes.

However both Hunter and Quarry can pull a few tricks rather than just rely on the rolls. Hunter and Quarry should write down what they plan to do, Normal or a trick, before they

roll and show each other simultaneously.

Make them Overshoot

For cars, aircraft and starfighters, if the Hunter is within Short range, the Quarry can hit the brakes and try to get the Hunter to overshoot; useful if the Quarry has front-mounted weapons. This costs two dice to do, but if the Quarry wins the contest then they are at Engagement or Short range behind the Hunter (Quarry's choice). If the Hunter is two speeds or more greater than the Quarry, it only costs the Quarry one dice.

Speed

Vehicles have speed ratings. If the speed of a vehicle is two or more faster than the other, the range changes by two bands if they win their round.

If the Hunter or Quarry is three or more faster than the other, they get an extra die to roll.

So a Pursuit Starfighter chasing a Helicopter in the atmosphere has a speed advantage.

Taking a shortcut

A risky move to lengthen/shorten the distance. The Quarry pulls way too close to a tumbling asteroid or leaps their motorbike over the wall separating two highway lanes; the Hunter cuts straight across the space minefield or gives over an empty car transporter.

Taking this option means reducing your Success chance. If it is normally 4-6, it is now 5-6, if 5-6, it is now 6. If 6, then no, you cannot do this.

If you win then you move two ranges, if you are faster by two ratings then you move three ranges.

Force error

This can only be tried when in Engagement or Short Range. A Hunter can try to force the Quarry off the road, or a Quarry can try to block the Hunter so that they have to veer off or crash. For every die the person using this manoeuvre loses, the other loses one, but always retains at least 1. Whoever loses a contest when Force error is tried has halted, meaning the other has automatically won the chase.

Nimble

If the chase takes place in a crowded area such as a busy road, an asteroid field, or across a heavily pedestrianised area of town, if the Hunter/Quarry is Nimble, but the other is not, they get a bonus die.

Brute/Heavy Brute

A Brute vehicle is tougher than a normal one, and a Heavy Brute is heavier than or tougher than a Brute. If someone tries a Force Error on a heavier vehicle then the vehicle can ignore the first die they should lose.

Light Tank/Tank

A Light Tank or Tank has armour, and can ignore some damage done to it. A Light Tank ignores 1 damage from any attack, a Tank ignores 3. Do if a Tank takes 4 points of damage only 1 point of Force is marked off.

Matching Speed

A Hunter that is at least the same speed as its Quarry can try to Match Speed. This is at -2 Dice to the Hunter's skill chance, unless a Helicopter which suffers a penalty of only 1 die. If the Hunter wins the skill contest then all penalty for using weapons is negated, but the distance between Hunter and Quarry remains the same.

Vehicle combat

If a Chase scene gets within weapon range then there might be combat. If it is a foot chase, the normal combat rules are used. The vehicle rules for combat are basically the same. The only defences allowed are Quick Responses or Mystic Order defences.

How much reality you have in your combat is up to you, firing a handgun out of a Fighter Jet seems unlikely, but in a science fantasy game, a spaceship might have a gallery for the crew to fire blasters out to repel boarders and it is possible that they might fire at passing star fighters.

Weapon ranges

What can be used at each range band in a chase? This is a rough rule of thumb set of guidelines. If, for example, a Character on horseback is firing at a pursuing helicopter, as far as the Chase goes, that would be long for the rider but strictly speaking it would be short for the Helicopter, so compromise on medium as throwing rocks at a helicopter would be silly.

| | | | |
|-------------------|---|----------------|--|
| Engagement | all weapons except Plasma Missiles | Long | All missile weapons except thrown weapons. All attacks are at -2 Dice except plasma missiles |
| Short | All missile weapons. Thrown weapons are at -1 Die | | |
| Medium | All missile weapons except thrown weapons. Archery, Pistols, Sub-machine Guns and Blast pistols are at -1 Die | Distant | None |

If the targets are people in the vehicles , they are targeted, and take damage, as normal.

Ways of moving

| Type | Speed | Feature | Force |
|---------------------------|--------------|-------------------|--------------|
| Foot | Pedestrian | Nimble | |
| Rowboat | Pedestrian | | 4 |
| Downhill Skiing | Galloper | | |
| Horse | Galloper | | 4 |
| Electric Buggy | Galloper | | 4 |
| Moped | Galloper | | 3 |
| Motorboat | Galloper | | 4 |
| Racing Push Bike | Galloper | Nimble | 1 |
| Tank | Galloper | Heavy Brute,Tank | 25 |
| Family Car | Speedy | | 5 |
| Commuter Motorbike | Speedy | Nimble | 1 |
| Infantry Fighting Vehicle | Speedy | Brute, Light Tank | 12 |
| Truck | Speedy | Brute | 6 |
| Speedboat | Speedy | | 4 |
| Sports Car | Sporty | | 5 |
| Sports Motorbike | Sporty | | 1 |
| Superbike | Lively | Nimble | 1 |
| Supercar | Lively | | 5 |
| Piston Aircraft | Lively | | 6 |
| Piston Fighter | Lively | Nimble | 8 |
| Helicopter | Lively | Nimble | 6 |
| Fighter Jet | Lightning | Nimble | 8 |
| Starfighter | Lightning | Nimble | 12 |
| Starbomber | Lightning | | 14 |
| Pursuit Starfighter | Hyperfast | Nimble | 10 |

If the person is enclosed in the vehicle then the vehicle is the target. Vehicles have their own Force attribute which is how much damage they can take before they are disabled.

Nimble

If a target is Nimble but the firer is not, then the target gets an extra die in defence.

Relative Speed

If a target is three or more speed categories faster than someone firing on them, they gain an extra die in defence.

The chase and vehicle combat section is the most fiddly set of rules for this game. Like all rules, adapt as you need them. In any event, the players and GM should describe how they try to pull away or catch up, or dangle out the window to take a shot.

If you prefer, you can keep this purely narrative, or perhaps limit it to a single success fail roll.

Succeed or fail, the GM should try to work with what fortune provides. If that leads to the villain being arrested two seconds into a chase, so be it.

Of course, perhaps their minions will bribe guards and try to set them free, or plant false evidence of wrongdoing implicating the characters.

AS YOU REMEMBER

Rewrites are a constant of the filming process, to adjust time or because the writers suddenly realised their plot currently made even *less* sense than these new pages.

If players wish they had planned better before their current adventure, they can try to use Exposition to rectify the lack of planning,

When using exposition, the character can use any skill to make the effect happen, but it is harder. Within the session each use is slightly harder than the last.

- First use *succeeds only on a 5 or 6*
- Second use *succeeds only on a 6*
- Third use *succeeds only on a 6, but with one less d6 to roll*
- And each subsequent use has one less d6 to roll
- If all the rolls are a 1, some hilarious by non-damaging mishap should occur.

E.g. Riggs Murgatroyd is chasing the infamous bank robber, Jon Haglund. Haglund jumps an air car and drives off into the sky.

Using his Tech skill, Riggs turns to his partner and says "As you remember, I planted a tracker on Haglund's air car earlier."

Planting a tracker is easy, Difficulty 1, so with Tech Mastery of 1 and Knowledge 1, all Murgatroyd needs is a 5 or 6 on their 2d6. Next attempt will only succeed on a 6.

They roll 2 ones, and Murgatroyd finds the tracker in their own pocket

Adventure Ideas

A SPY ADVENTURE OUTLINE

Players' Introduction

This is Big City, the busiest seaport on the Western seaboard. If it exists, you can find it in Big City, and that's the problem: Big City is in the grip of a new drug, known as Dreamblitz.

That's where you come in, you are Fixers, agents of the Transnational Law Authority. Just not Fixers in good standing. You are being briefed by Luca "The Iron Fox" Volpino, Section Chief of the TLA for Big City. The room goes dark and one wall becomes a screen showing a map of the city; it zeroes in on an office block near the docks.

"Olvius International is a seemingly straightforward transportation firm, operating haulage, shipping and air transport subsidiaries. However we have heard rumours that Olvius family assets are being used to smuggle Dreamblitz into Big City. We know the Western seaboard trade starts here.

"Other agents are tied up, otherwise I would never have picked you lot - but you have one last chance: investigate Olvius. Find out if the rumour is true and, if so, whether Olvius management are involved. If you find Olvius are behind the Dreamblitz trade, break them. Screw up or break the rules and I'll throw the book at you!"

Transnational Law Authority

The TLA is a multi-national force working across borders to pursue international

criminals. Their agents have access to the resources of the agency, depending on the importance of the case and the reputation of the agents.

As regards the agents assigned to this case, the case is important but the agents are not, so the attitude from Chief Volpino is that they would be lucky to get a ball-point pen to share between them and any plane journey would be in the cargo hold. In truth they will get basic equipment, transport and they could call upon the TLA for support, if they have solid evidence that they need it.

GM's Background Information

Olvius International is not just behind the smuggling of Dreamblitz; they are the originators! Olvius grows it under the Aesfjell mountain in Norway, the home of Olvius International. It is refined from an alien fungus in huge caverns under the Aesfjell, brought here by the Olvius family, shapeshifters from outer space, who have taken human form and are planning to use Dreamblitz to take over the Earth.

Dreamblitz

This purple drug gives the user euphoric feelings. It is highly addictive and, over time, makes the user into a compliant slave of the supplier, willing to work long hours and endure any hardship or abuse for their next fix.

Olvius International

Olvius was a small Norwegian Shipping firm based in the town of Nissvik. Twenty years ago it exploded in activity and size. It is run by

Carl-Gustav Olvius, grandson of the founder.

Research

- Old newspaper articles mention Carl-Gustav Olvius as a spendthrift wastrel, until 20 years ago when he changed personality and became a dynamo of business energy.
- The funding for the Olvius expansion is a mystery, no trace has been found of loans, shareholders or investors.
- Carl-Gustav's extended family all seem to have given up what their careers were and joined the family firm, at the same time becoming recluses.
- Carl-Gustav is seen in Society pages, mixing with the powerful and famous, but no longer seems to have his previous vices.
- Olvius travels the world in his super-yacht, Drømmeherre. He is due in Big City in 3 days time, so that he can attend the Governor's Gala.
- Olvius has offices now in major port cities around the world, usually with a private dock.

Olvius's Offices in Big City

Appearances

The Olvius offices/warehouse are a functional and entirely legitimate affair, with administrative area, staff area, and changing rooms with storerooms and a warehouse. The buildings back onto a dock. The guards on the upper levels are unarmed security guards, whose only weapons are heavy flashlights (count as small weapons). The office computers have front end applications for ordering and tracking the shipping manifests.

Secrets

- The Manager's computer has an encrypted section (Difficulty 2) that, if cracked, classifies normal shipments as "A" shipments. It also lists "B" shipments with no listings for the nature of the cargo, that correspond to shipments from other Olvius hubs.
- The Manager's copy of the manifest software also contains references to storage of "B" shipments on the sub levels. No sub levels appear on any city plans.
- There is a hidden section in an office storeroom that opens to an elevator to the sub-levels.

Chase opportunities

The manager seizes their laptop and drives off in their moderately priced family saloon to try and get the Dreamblitz secrets away from the Fixers. In the Olvius car park are other vehicles, light vans, cars and commuter motorbikes that the Fixers might be able to Hotwire for the chase. The escape is hampered by afternoon traffic.

Olvius Big City Sub level

Appearances

The sub-level can be reached in any of three ways:

- Elevator from the office storeroom
- Under water by a secret underwater gate and tunnel from the dock leading to a mini-submarine pen
- Door that links to the Metro maintenance tunnels. There is an exit that leads to a nearby sandwich shop that is an Olvius front. The sub-level has small electric carts that travel the maintenance tunnels to

other secret stores.

Workers unload the mini-sub and package the Dreamblitz into packages for transport through Metro maintenance tunnels. The guards on the sub-level are Assault Troopers with Sub-machine guns (Fast Repeater Pistols).

The computers in the sub-level have stronger encryption (Difficulty 3) for their own version of the manifest software, showing shipment routes for "B" cargoes. If a hacking attempt gets 4 successes, then the origin point is listed as being the Norwegian port of Nisservik.

"B" Shipments

Only some of the Olvius ships have the secret compartments carrying the robotic mini-sub that deliver from the ship to the secret docs. In case of inspection, Olvius line has a trick. It will have a normal ship inspected, then the smuggling "B" will take its place, changing its name and transponder to match, whilst the normal ship turns its transponder off and changes its name.

The mini-sub has small robotic control systems that seem in advance of any other similar system on Earth, because they are based on alien technology.

Any "B" Ship that is found will have navigation logs that link them to the various hubs, ports where there have been Dreamblitz outbreaks and ultimately to the Olvius home port at Nissvik. Most normal Olvius ships never make port at Nissvik, and Marine tracker logs will show that.

Chase opportunities

- Workers flee agents with the computer core, cue chase along the maintenance tunnels in electric buggies
- If the Characters have a mini-sub then a mini sub chase might be possible.

Drømmeherre

This ship is a floating office, video-conference suite and helicopter deck. The crew are human Dreamblitz addicts, totally loyal to Olvius. There is a hidden armoury with four pistols and two Sub-machine guns.

Chase opportunities

- Drømmeherre is a fast yacht, or its ship to shore speedboats could be in a chase scene.

Nissvik

Appearances

Situated where the River Esen joins the Nissefjord, the port of Nissvik is shadowed by the mountain of Aesfjell. Apart from the fishing industry and canning plant, the main industry is a loading dock for Olvius ships and the Olvius HQ on the slopes of Essfjellet. Why there is such a well equipped dock is a mystery, as there are few industries near Nissvik that export.

Most of the Nissvik locals are friendly enough, happy to talk about local affairs. If Olvius is asked about, then the local opinion is that the workers around the docks are fine, being local folk; the workers up at the HQ are stand-offish strangers to the town, who don't mix with the locals.

Nissvik also has an airport where small passenger aircraft can land.

Secrets

- The dock is deep and has hidden gates for mini subs to come out of tunnels coming from Aesfjell.
- The town police have a few changelings in their number to keep an eye on the townsfolk and strangers. The Changelings have access to police pistols, shotguns and rifles but do not wear them on normal duty. However they each have a concealed holdout blaster.

Olvius HQ

Appearances

The external building is surprisingly small for such a worldwide operation, and is a boring office front with administrative staff. The external guards are unarmed civilians with heavy flashlights (count as small weapons).

The CEO's office has a personal assistant armed with a submachine gun concealed under the desktop. The office itself has an escape hatch with an anti-gravity personal express lift down to the caverns.

Secrets

- The HQ is built in on top of one entrance to the caverns under Esefjellet . A secured lift that descends to the caverns of Esefjellet , guarded by human security guards at the top, but Olvius' goons carrying fast repeater blasters at the bottom.
- There are other entrances, the underwater route from the fjord, and some hidden caves around the mountain. The cave entrances lead through mushroom growing caverns, the main entrance, escape lift and underwater entrance all come out in the main processing unit. Some of the cave

tunnels exit high above the caverns, so a chance for Characters to repel down into them.

- The workers are Dreamblitz addict slave humans.
- The Olvius aliens are reptiloid bipeds in jumpsuits. They are not immune to Dreamblitz, so they wear filter masks and coverall jumpsuits to prevent exposure. To the untrained eye, from a distance, they may look like men in filter masks, and from a closer view, men in rubber lizard masks, over which are filter masks, but, honestly, they are aliens.
- Also in the dock is an Olvius spaceship. It is being serviced and many explodable sections have been exposed.
- There are fertiliser stations around the caverns. The fertiliser that the mushrooms need is very flammable and, when contained, explosive. There are pipes of it going through the caverns, so there is the possibility of a dramatic explosion.

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Chase opportunities

- Olvius family members might try to flee by heading through the mushroom caverns for a cave exit then skiing down Esefjellet towards Nissvik
- Taking a helicopter or car from the office or Nissvik
- If they make Nissvik then there could be a chase
- A speedboat chase down the Nissefjord or car along the winding roads high above the Nissefjord with steep sides making driving difficult. Characters should take a -2 Dice penalty to stay safe. If they do not then, if all dice fail then a Quick Responses

is needed roll to stay on the road,
otherwise the Character is off the road.

Can the TLA agents call on help?

If the TLA have evidence of the Dreamblitz traffic they can gain some police support. If they manage to reconnoitre the Olvius Base and find evidence of heavily armed guards or, indeed, aliens, the Norwegian Armed Forces will support them

If the TLA Agents defeat Olvius

Defeating Olvius doesn't necessarily mean killing them. Exposing their operation, destroying the Dreamblitz mushroom, and/or capturing their spaceship could count as defeating them. Section Chief Luca will give praise, sparingly, for their efforts and grudgingly allow the group some time off. However, first Section Head of Accounts Dieter Forgier will need receipts for all their expenses.

The inevitable sequels

This adventure can continue. The TLA agents can fight other threats, I suspect mostly human, but other aliens may see Earth as a tasty prize.

The Olivus family allies might be coming for revenge, and enemies coming to offer aid, or to seek aid in off planet adventures.

The alien space technology will become items of interest to terrestrial powers, and the basis of new toys for the TLA Technology branch. It might even cause Time Agents to come from the future to try and stop the change in history that this new technology causes.

A SCIENCE FANTASY ADVENTURE SEED

Player's Introduction

There's not much to Algol Station. Refuelling, basic accommodation, some loading docks and an overpriced bar. Once it was busier, but traffic went elsewhere, and areas of the station were shut down to save money.

The passenger ship you were on, the "Vital Plasma", a tramp steamer working the fringe routes, is laid over needing repairs, and you are nursing your one complimentary beer when the alarm goes off.

"Attack, Attack, all personnel to their stations. Any Passengers with pilot experience to Bay 3. Any passengers with gunnery experience to Bay 3. Any passengers with medical experience to Medical. All other Passengers, please stay in your quarters. Attack, Attack!"

The message repeats.

GM's introduction

Algol Station is under attack by apparent Space Pirates. In fact they are members of the Warhold of Hiss-Chrek, a small three system empire sixteen light years away. The Hiss-Chrek are a felinoid race looking like large bipedal lynxes. They established their empire using slower-than-light ships but recently bought some obsolete war surplus vessels and plan to steal advanced technology from lightly defended targets.

Algol Station is the first of these targets. The Hiss-Chrek are using an abandoned mine in a nearby asteroid belt, a dwarf planetoid that

was hollowed out as the miners stripped it, although it did not become a space city because stellar instability caused the system to be abandoned.

In these parts the Stellar Patrol is stretched thin, so it will be up to others, perhaps, to hold off the Hiss-Chrek until they arrive.

Stellar Patrol

The Stellar Patrol is the Navy of the Transtellar Law Authority, the police agency of the Interstellar Union. The members of the TLA renounce allegiance to their homes and pledge instead to the Union for the duration of their service. Patrol ships range from small scoutcraft up to battleships.

Algol Station

The station has some built in defences, shields and limited gun turrets. Its main defence, stored in Bay 3, consists of some starfighters.

Bay 3

Bay 3 of Algol station is not much used; but now the dust is being stirred up by much activity. In here are Briskii Brightstars, two person starfighters from the Briskii rebellion of 50 years ago. Each takes a pilot and gunner though, at a pinch, the pilot can fix the gun turret forward and fly it on their own.

The Algol Station Executive asks any pilot and gunner to volunteer to fly one of the Brightstars in defence of the station. Any gunners left over will be asked to crew one of the station turrets.

Briskii Brightstar

This craft has two heavy blasters mounted forward under the cockpit, a turret with two more mounted behind the middle, and it carries four forward-firing plasma missiles. It is Lightning Speed and Nimble.

Hiss-Chrek Raider

This older, heavier starfighter has three crew, pilot, and two gunners, one handling the two front-facing heavy blasters and the other handling the two rear-facing ones. The attack force consists of six Raiders, which have Lightning speed.

Hiss-Chrek Transport

The two transports each contain twenty Hiss-Chrek Assault Troopers in Adequate Armour carrying Assault Blasters. The transports are normally unarmed but these both have two plasma missiles in a turret, although the controls aren't wired up correctly. The transport each holds a pilot and co-pilot - each armed with a Pistol. The transports are slower than the Starfighters, counting as Lively, but they are Brutes compared to the Starfighters.

Plasma missiles

Plasma Missiles deal Big damage. Unlike the Heavy Blasters the Plasma Missile can reroll one failure dice thanks to its tracking.

If the transports dock

If the Hiss-Chrek manage to close with the station, they will dock and assault, with the pilots and co-pilots guarding the transports. The Raiders will patrol the station.

Any Characters left on the station will be asked to try and drive off the Hiss-Chrek. If they don't have weapons then they will be lent blast pistols from the station armoury.

If the attack is driven off, what next?

If the Hiss-Chek starfighters or boarding party are losing, they will retreat. The heroes could chase them back to their "Pirate Base", or they could try to interrogate prisoners to find out where they came from and who they work for. Their gear is too uniform for Space-pirates and the blasters are old and don't seem well suited for their hands. The pistols that the Transport pilots have are new, and fit their hands.

Where will the adventure go? Who are the real villains?

That depends on the GM and the way the game is going. It might be as simple as the Warhold of Hiss-Chrek trying to expand, or perhaps the real villains are the arms dealers destabilising fringe worlds by supplying weapons and ships to worlds seeking to expand at the point of a gun. If it's gun runners, the Stellar Patrol would pay a large bounty for them.

Other things that might happen on Algol Station

- Courier opportunities: take a valuable package somewhere it is illegal and others are after it.
- The heist. You are approached by Villa Murgataugh. They tell you that the seeming honest citizen and business being Yvanwoord Cos, is, in fact, a gangster, smuggler and scratch card forger. Villa wants you to help them burgle Yvanwoord's safe to get the evidence. Is Villa on the level?
- In a sealed and forgotten cargo bay, the "inhabitant" of an alien sarcophagus wakes up. It is a powerful Psychic Dominator with the ability to dominate others minds. It will start to take over the crew of the station one by one, seeking to capture a ship, perhaps the "Vital Plasma", and be taken onto a well populated planet to take that over and recreate its former empire.

If the characters find the Psychic Dominator to be too tough to handle, the station will attract a Mystic that will have been hunting down the Dominators seeking to end their evil. They do not want to kill the Dominator, but have a set of injectors that block the Domination powers of the Dominator. The Dominator will live, it may influence others by force of personality, but not using terrible psychic power.

A FANTASTIC ADVENTURE SEED

Player's Introduction

The Inn at the crossroads is the only dry and warm haven on this filthy night. The Characters have met on the road, and are sheltering here until the river subsides enough that it can be forded safely.

As the night goes on and people are thinking of settling for the night, armed soldiers burst in. Two for each Character, one with a crossbow paired with another with a shield and shortsword.

Behind them comes an Impressively Armoured Captain who points at one of the Characters; one who is strong and warrior-like.

"You. Remoc the Strangler. You and your bandits have been run to ground at long last. Drop your weapons and we will take you to the Justiciar for judgement."

GM's introduction

The Justiciar's soldiers are on the trail of Remoc and their bandit gang, but unfortunately for the Characters they match the description of Remoc and their lieutenants.

The Justiciar's interest in Remoc is partly justice, but also because they have heard that Remoc has recently looted a treasure, a golden casket containing scrolls of ancient spells.

The Justiciar is willing to grant Remoc their freedom if they turn over the casket.

If the Characters defeat the guards

If the Characters defeat over half the guards, then the remainder will retreat to seek reinforcements, and the Characters will now be fugitives. They might try to learn about Remoc and pursue them to hand them in, in which case there will be a reward. The Justiciar will suspect that the Characters now have the casket, and will try to get it from them offering to pay for it or else extort it.

If the guards defeat the Characters or they surrender

Their gear will be piled into one cart, the others will be tied onto horses and led behind the guards towards the Castle of the Justiciar. Of course, they could always try to escape. At the castle, if they can convince the Justiciar that they are not the bandits, or that they will turn over the casket, they will let them get it for them, but they will assign their Chief Hunter, Gidoram, with them to represent the Justiciar's interests.

Remoc the Strangler

Whoever the guards pick as being Remoc, Remoc will be similar, and their lieutenants will be similar. Their hideout is a cave system within a hill in the nearby Forest of Jikora. Remoc gets their name from, when the band raid caravans, they usually strangle one of the caravan merchants in order to cow the others.

What now?

That is up to the GM and the players. Perhaps the casket doesn't exist, or it is not full of mystic scrolls but a relic of an old prophet, or an ancient evil, or maybe some saucy stories engraved on copper plate. Who knows?

VIMAR THE DESTRUCTOR

Player's Introduction

The characters find themselves in an Inn "*The Hoary Stereotype*". Into the inn strides the notorious barbarian of the Mountainous Steppe Forest, Vimar the Destructor!

Vimar seeks allies to find and loot the fabled Lost City of Sertayne-Duum! Accompany him and the survivors are guaranteed a share of the loot!

GM's Introduction

Vimar is genuine in their goals, the city is where his map says it is, it does contain many treasures, both monetary and arcane wonders.

However the city was taken over by inter dimensional creatures centuries ago, and the area was abandoned by all the neighbouring peoples.

What the players might know

- Vimar is known to be bold, lucky and to come home from their adventures laden with wealth.
- They don't seem to be able to hold onto their wealth, or their companions, who rarely come back undamaged, or at all.
- The creatures that took over the city are said to be demons from beyond space. No one is sure what that means.
- The Crown of the Last Monarch is said to be in the throne room of the palace, a fantastic artefact.

The Lost City of Sertayne-Duum

Overgrown now in the forest, the city was built around and in a mountain by a river. It held a mixed population. Lizard folk and humans worked the rivers, dwarves worked the mountain mines and lived in there, elves and fox-folk provided most of the artisans in cloth and wood.

The monarchs of the city lived in the high apartments

Now the buildings are crumbling as plants grow through them. Beasts roam the streets and the mountain city is now home to things from another dimension. Tentacled horrors, gibbering forms that crawl on ceilings or howl from the windows of darkened dwellings.

The crown is in the upper areas, dropped by the last queen as she fought for her life, her bones and axe mixed in the pile of those she slew before she fell.

Stealth is probably the best approach for anyone going through the city, there are too many dangerous foes and traps otherwise.

Vimar

The barbarian, whose story about their origin changes depending on who is listening, is charismatic, intelligent and both a strong and capable warrior and a skilled thief. Whether they are treacherous and capable of betraying and robbing their companions, or whether they are a fortunate survivor of events that claimed their companions, is up to the GM..

STRAIGHT TO VIDEO...

NAME _____
BACKGROUND _____

| FORCE | | DEFTNESS | | KNOWLEDGE | | PRESENCE | |
|-----------------------|---|-----------------------|---|-----------------------|---|-----------------------|---|
| <i>Specialisation</i> | # | <i>Specialisation</i> | # | <i>Specialisation</i> | # | <i>Specialisation</i> | # |
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| TALENT SPECIALISATIONS | # | SPELLS/EQUIPMENT | EFFECT |
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| ARMOUR | WEAPON | ATTRIBUTE # | SPECIALISATION | SPECIALISATION # | DAMAGE |
|----------------|---------------|--------------------|-----------------------|-------------------------|---------------|
| | | | | | |
| SHIELD | | | | | |
| | | | | | |
| | | | | | |
| THALERS | | | | | |
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“Know, oh prince, that between the ye...” - No.

“A long time ago in... “ - Hell no!

“In a hole in the ground there...” - Wrong feel.

“A beginning is a very delicate time. Kn...” - What is wrong with me?



Ok, here goes...

“The video store is open, offering the finest new movies and TV shows, but someone else has already rented those out. Never mind, over here, with photocopied covers and dust on them, these look like they’ll pass an evening with Thrills, Spills, Danger and Romance, and you can get two for the price of one normal rental.

“Time to indulge in ‘Straight to Video’ adventure: none of the budget, none of the effects, but twice the action!”

