# Loner

Another Solo RPG

***Loner*** is a minimalist Solo Role Playing Game designed to be played with only one character (the Protagonist). You'll guide them through the story that will unravel during the game, asking closed questions to an Oracle which will help you overturn your expectations. Every now and then you will be surprised with an unexpected twist!

*Loner* follows the following design principles:

1. **Portable**: to play you will need a few common (six-sided) dice and writing materials. Anything else is optional and not essential.
2. **Rules-Light**: the game relies on a few rules and only one solving mechanic, easy to learn and eventually to memorize.
3. **Tag-based**: characters and situations are defined only by qualitative descriptors and no quantitative characteristics.
4. **Generic**: you can play anything, yet the game is not universal. It is designed for quick resolutions, without tactical depth or simulationist ambitions.

## What is a Role Playing Game (RPG)?

A role-playing game (RPG) is a type of game in which players assume the roles of fictional characters and act out their actions and decisions within a narrative or imaginary setting. The outcome of these actions and decisions is often determined by a set of rules and game mechanics, such as dice rolls or statistical attributes of the characters. Players may also collaborate to create a shared story or narrative through their characters' actions and interactions.

## What is a Solo RPG?

In a solo RPG a single player takes on the roles of one or more characters, while also simultaneously managing some elements of the game world. These games typically involve the use of a rule system and game mechanics to determine the outcome of actions taken by the player-controlled characters. Unlike a gamebook (such as the Fighting Fantasy, Lone Wolf, and Tunnels & Trolls series) a solo RPG is not a form of interactive, forked narrative in which outcomes are pre-determined and limited by the author's choices.

Through the interaction of player, oracle, tools, and prompts, the character's actions will build an **emergent narrative** within whose boundaries anything can be attempted, without predetermined limits.

## Safety Tools

You will play alone, but be sure to play in an environment that is comfortable for you, without overexerting yourself, and reserve the option to stop as soon as you feel uncomfortable for any reason, physical or emotional. Don't be afraid to tackle new themes, but do so in full awareness of your boundaries.

## Minimum Requirements

To play *Loner* you will need:

* **4 six sided dice** (also known as d6s): two pairs of different colors
* **Paper and writing tools**: at least a sheet of scrap paper and and pencil, but index cards or sticky notes are a fine addition
* **Character sheet**: you may use the provided sheet at the back or a simple index card.
* **Notebook**: *Loner* is not a solo journaling game, you can easily play it in the "theater of mind". But you can keep track of you game if you feel the need!

## Choose a genre or setting

A Loner adventure takes place in a well-defined imagery that you will have to choose from: your favorite TV series, a book saga you are reading, an RPG setting you like, a genre you are familiar with or instead want to start exploring.

You can also consult lists of tropes (google them) to generate randomly and then choose!

Or you can use the Adventure Packs found in the second part of the volume.

You can also generate the character first, based on randomly chosen tropes, and once it is defined, you can follow the genre that emerged at this stage.

## Make Your Protagonist

Once the setting is established, now is the time to create your Protagonist.

Your Protagonist is described by some fixed traits:

* **Name**: the name should be iconic and consistent with the tone and setting of the story
* **Concept**: A concise description of the character's profession, background, and abilities. The best are adjective-name pairings, like *"Venturous Smuggler"* or *"Child Prodigy"*.
* **Skills** (x2): abilities not necessarily character-specific but not characteristics common to all. *"Smart"* is not a skill, *"Engine Whisperer"* is.
* **Frailty**: something that could potentially get in the way of the character, either physically, mentally, or socially.
* **Gear** (x2): particular equipment supplied to the character in coherence with the setting. Everyday items are taken for granted and do not fall under this trait.
* **Goal**: the long-term objective.
* **Motive**: what drives the pursuit of the goal.
* **Nemesis**: a person or organization that hinders the protagonist. It can emerge during the first game sessions, it may or may or not be the direct antagonist of the story, ready to appear to make life even more difficult
* **Luck**: The measure of a character's ability to avoid ill fortune or an inauspicious outcome. It applies only in Conflicts and automatically recharges when they end. Luck starts and caps at 6.

**Example**

**Zahra Nakajima** Witty Street Cat. Streetwise, Nimble, Merciful.  
Knife, Low O2 Supplement.  
She wants to obtain unknown technology to save her planet from atmosphere collapse.  
**Nemesis**: The Naturalist Order  
**Luck**: 6

## Everything is a Character!

In *Loner* Non-Playing Characters (NPCs), Foes, Organizations, Monsters, and even relevant objects like vehicles are characters too!

* **Living Character** follow the same rules of generation as the Protagonist.
* **Non-Living Characters**, instead, do not have a goal, a motive, nor a nemesis.

**Example**

**The Century Skylark** Spacecraft in bad shape. Hyperjump Drive, Camouflage Circuits, Midlife Courier.  
Shields, Turrets.  
**Luck**: 6.

## Descriptive Tags

Tags are descriptive words or phrases that could be identify anything in the game world. They fall roughly into the following categories:

* **Character Traits**: as seen above, they describe a character's skills and flaws, their goal and motive.
* **Details**: features of an environment or scene that might change as a result of an action.
* **Conditions**: are physical, mental or social effects that impact the way a character behaves or attempts actions.

Tags determine if there are sufficient prerequisites in the scene for [Advantage or Disadvantage](#advantage-and-disadvantage). They are qualitative representations. **They are not quantitative measures**.

## Before the Adventure

You can start directly to play your adventure, but it may be worthwhile to make an extra effort.

By defining your Protagonist's Nemesis you have already identified an **NPC**! Write down their sheet and keep it aside.

Think about whether your Protagonist has allies or friends and throw down their sheets as well.

Jot down these NPCs in a list, which you will consult when they need to be recalled as a result of a [Twist](#determine-the-twist).

Also, it might be useful to jot down interesting **Locations** that serve as settings for your Protagonist and keep a list of major **Events** that happen during the game.

## Start Your Game

To begin an adventure in Loner you will need to determine the initial scene:

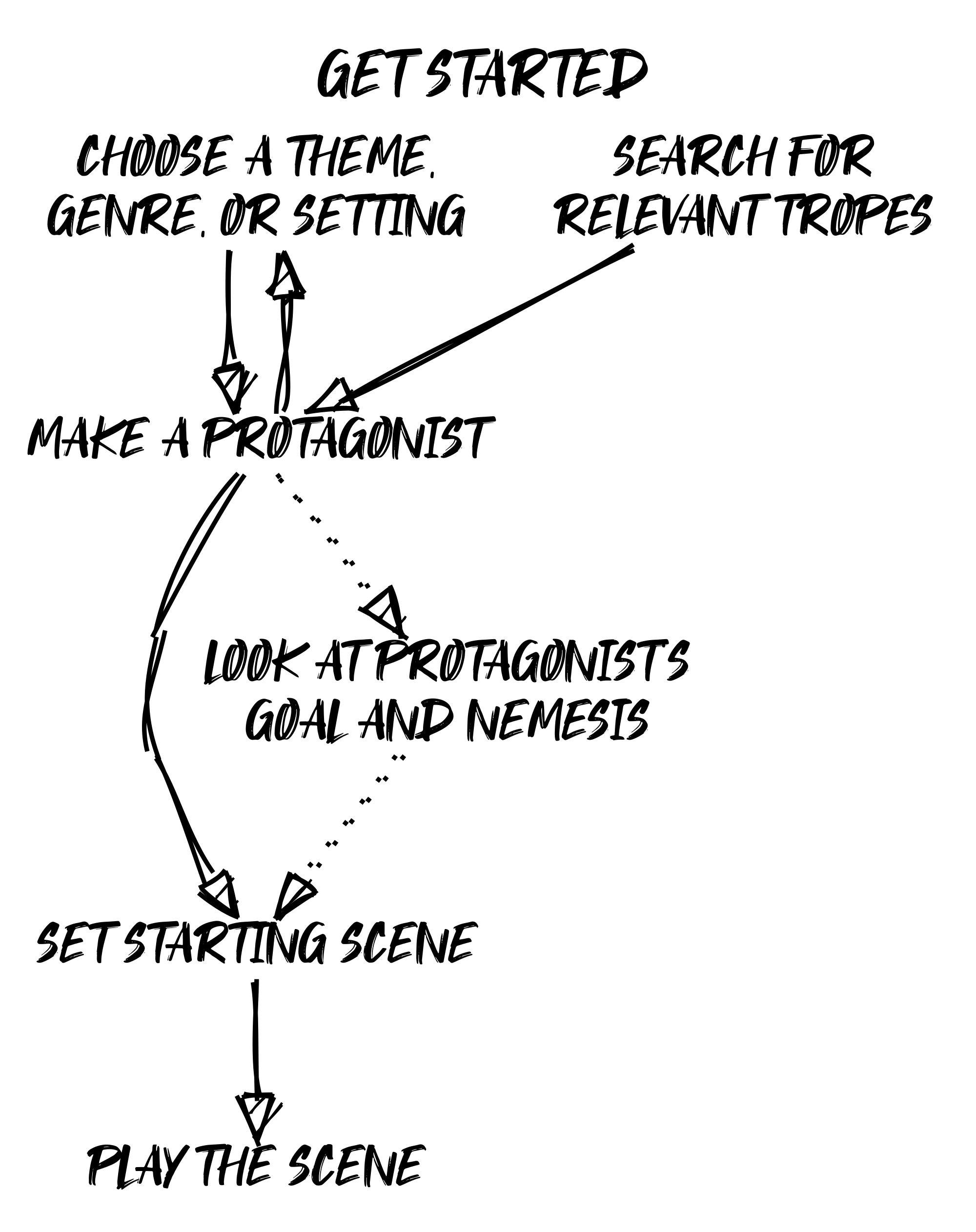
1. You might think of a dramatic situation and start the game in the middle of an action scene. This will push events forward, allowing you to build the story as you go.
2. Otherwise, if you prefer to define a framework for the adventure you can answer the classic questions, Who? What, Why? Where? How? Add also an Obstacle to overcome.

If you find it difficult to answer any or all of the questions, the following table provides prompts on which to build your adventure.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| D6 | Who?The proposer | What?The mission | Why?The incentive | Where?The target | How?The seed | Obstacle?The complication |
| 1 | Authority | Rescue | Help | Person | Casual encounter | Opposition |
| 2 | Organization | Protection | Fortune | Group | Old acquaintance | Deception |
| 3 | Ally (friend, relative) | Exploit | Coercion | Treasure | Rumors | Environment |
| 4 | Mentor | Explore | Impulse | Location | Capture | Disguise |
| 5 | Help-seeker | Escape | Ambition | McGuffin | Mishap | Time |
| 6 | Blackmailer | Pursuit | Revenge | Confession | Object (map, journal, letter) | Space |

**Example**

**Who?** Mentor  
**What?** Exploit  
**Why?** Help  
**Where?** McGuffin  
**How?** Rumors  
**Obstacle?** Time  
Tobias Wethern took Zahra under his wing when her parents died. That's why she can't say no to him now. Tobias wants Zahra to steal a datapad from the Leton Corporation's subsidiary. He doesn't know precisely where it is stored, but that in 24 hours it will be taken from the company's security corps to be transferred to another location.



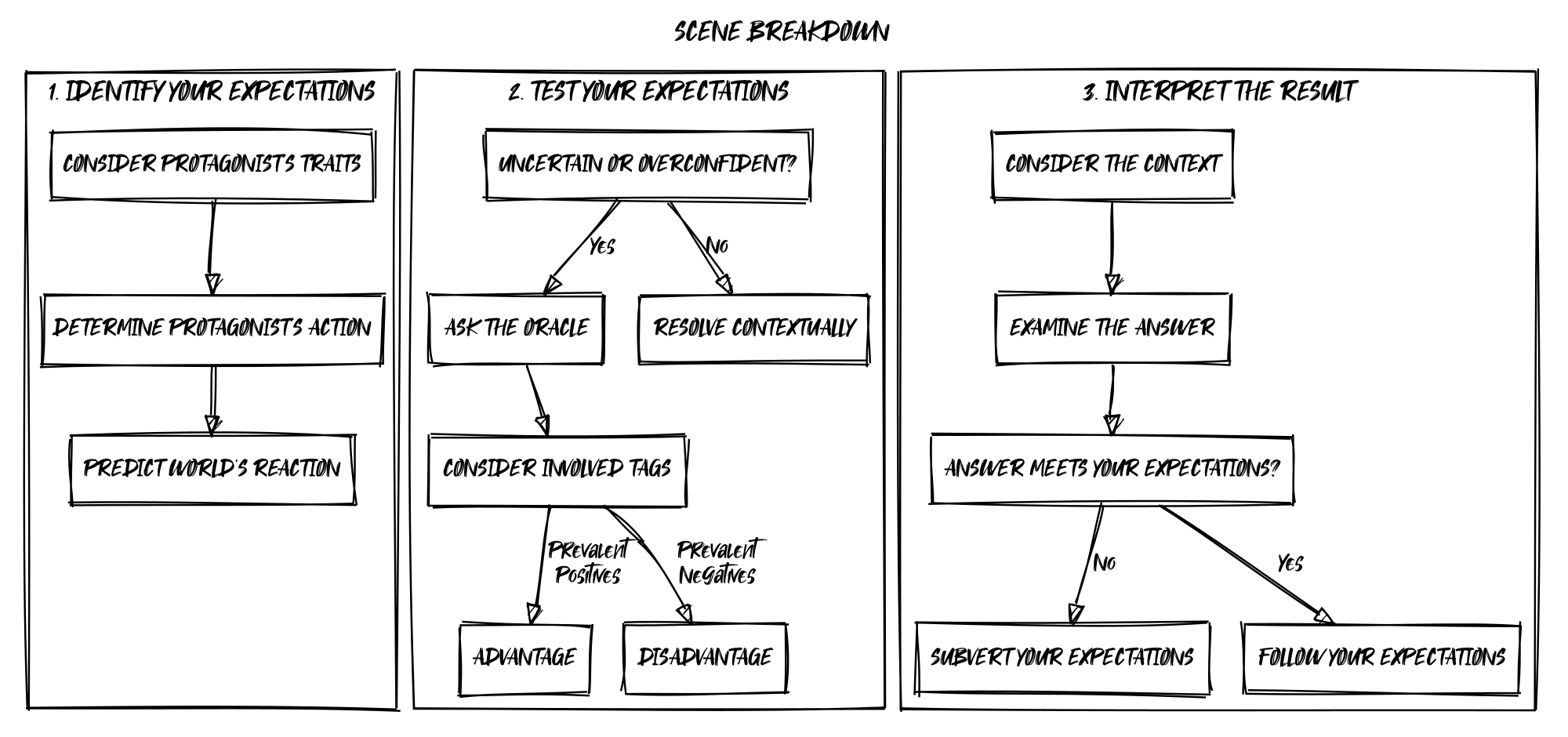
## Keep The Action In Motion

A game in *Loner* is a succession of scenes. A scene is a unit of time in which a certain action takes place in pursuit of a certain short-term goal.

In *Loner* at each scene:

1. **Identify what you expect from the scene**. Compared to traits, goal, and motivation determine the Protagonist's action. What might be the reaction of the game world?
2. **Test your expectations**. When you are uncertain (or overconfident) about the reaction to your actions, [ask the Oracle](#consulting-the-oracle) a closed question (answer is Yes or No), considering the tags involved to determine if there is an [Advantage or Disadvantage](#advantage-and-disadvantage).
3. **Interpret the result**. Is the Oracle's answer in line with your expectations? If not, in the context in which the scene takes place, how should an answer that subverts them be considered?

This sequence will come to you naturally after some practice. Use it as a guideline the first few times.



## Identify expectations

The Protagonist's traits characterize their behavior within the fictional world and suggest the possible actions they takes in the situational context of the scene.

Based on this, you can expect the world to react in the most logical way, and you will formulate a question that tests this expectation.

An expectation does not necessarily automatically lead to a question, which you need to ask only when there are concrete risks or you want to be amazed. In other cases, simply let events happen.

**Example**

Zahra sneaks into the Leton Corporation subsidiary. The expectation is that the place will be well guarded during the day and less so at night. To escape an inevitable head-on collision, Zahra decides to act at night and enter through the ventilation ductsYou don't expect there to be an alarm but maybe it's worth asking the question!

## Consulting the Oracle

When you need to test your expectations you'll ask the Oracle a closed question.

You’ll need 2d6 in one color (**Chance Dice**), and 2d6 in another (**Risk Dice**).

To resolve a closed question, roll one **Chance Die** and one **Risk Die**:

* If the Chance Die is highest, the answer is **Yes**.
* If the Risk Die is highest, the answer is **No**.
* If both are low (3 or less), add a **but...**.
* If both are high (4 or more), add an **and...**.
* If both are equal, the answer is **Yes, and...**. Add a point to the [**Twist Counter**](#twist-counter).

|  |  |  |
| --- | --- | --- |
| Dice Value | Chance Die > Risk Die | Risk Die > Chance Die |
| Both < 4 | Yes, but... | No, but... |
| Both > 3 | Yes, and... | No, and... |
| Mismatched | Yes | No |
|  |  |  |
| Equal | Add 1 to the Twist Counter |  |

**Example**

You ask, “Does Zahra manage to force the hatch?” You roll one Chance Die and one Risk Die and get (5) [4]). The answer is **Yes**, because the Chance Die is higher. You also add **And**, because both rolls are 4 or higher. If the Risk Die had come up as [3], it would have been a plain **Yes** instead.

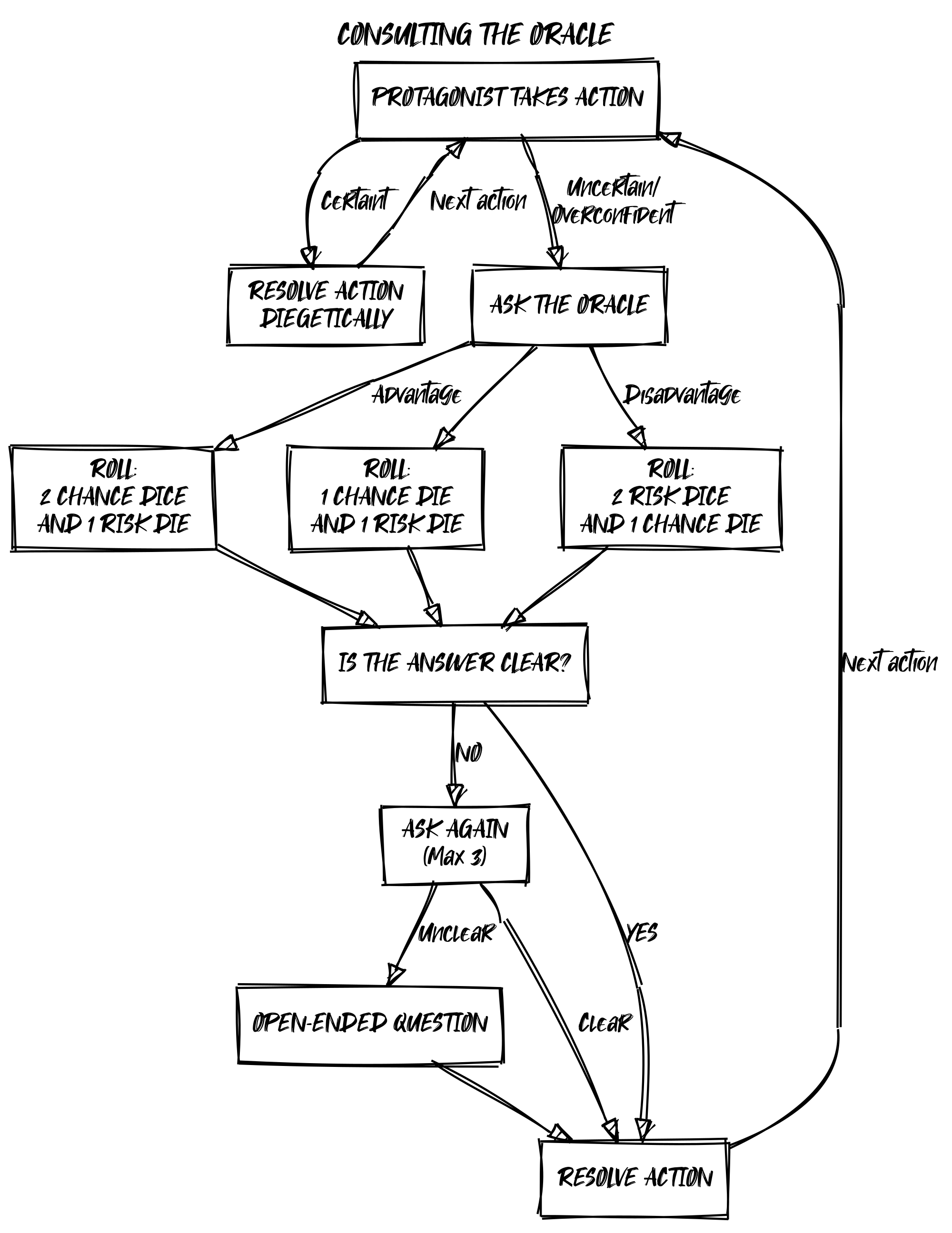
## Advantage and Disadvantage

If circumstances or positive tags grant an advantage, add a **Chance Die** to the roll. Otherwise, when hindrances or negative tag cause a disadvantage, add a **Risk Die**. In both cases keep only the higher die of the added type when you check the roll.

Consider tags **intuitively and not quantitatively**, using the context of the situation at play. It is important to keep the flow of play fast and not accounting for advantages and disadvantages numerically!

**Example**

You ask, "Does Zahra hack the datapad?" You roll one Chance Die and two Risk Die, as Zahra does not have any advantage in hacking and the datapad is the mission goal, compromising it would cause the mission to fail. You get (5) [3] [4]. You discard the lower Risk Die [3] and keep (5) and [4]. You obtain a **Yes** and add a **And** since they are both 4 or higher.



## Interpreting the Oracle

Always interpret the Oracle's answer in relation to the context of the game situation:

* Answers without modifiers are straightforward answers without uncertainty. They are also the least interesting to continue the story.
* Answers with modifiers (but.../and...), on the other hand, require you to make the effort to identify what new situation triggered the consultation.

**Example**

The datapad is hacked *and...* the information contained is not just about illicit activities of the Leton Corporation... There is more!

## Sibylline Responses

The Oracle might sometimes give answers that don't make sense in the context of the scene. Don't be tempted to detail the answer with too many questions in sequence. Three questions should be sufficient. If you're still stuck, try using an open-ended question to unlock yourself or interpret the answer as "Yes, But..." and move the story forward.

## Twist Counter

The Twist Counter is a measure of the rising tension in the narrative. At the beginning is set to 0. Every time a double throw (dice are equal) happens, add 1 to the Counter. If the Counter is below three, consider the answer as "**Yes, but...**". Otherwise a **Twist** happens and resets the Counter.

**Example**

You ask if the datapad contains sensitive data about Wethern's illicit activities. You roll (4) [4]. The answers is "Yes, but...". Zahra finds a note about a scapegoat to frame for the theft. Could it be her? You also add 1 to the Twist Counter. But the counter was already at 2, so also a twist happens! The counter resets to 0.

## Determine the Twist

Roll 2d6 and consult the following Twist Table to determine what kind of twist happens.

|  |  |  |
| --- | --- | --- |
| D6 | Subject | Action |
| 1 | A third party | Appears |
| 2 | The hero | Alters the location |
| 3 | An encounter | Helps the hero |
| 4 | A physical event | Hinders the hero |
| 5 | An emotional event | Changes the goal |
| 6 | An object | Ends the scene |

Interpret the two-word sentence in the context of the current scene. Twists will keep the plot and events going in unexpected ways.

Now Zahra knows the content of the datapad, but you roll 1 and 5 on the Twist Table "*A third party*", "*Changes the goal*". An agent of the Leton Corporation appears before Zahra with a proposal....

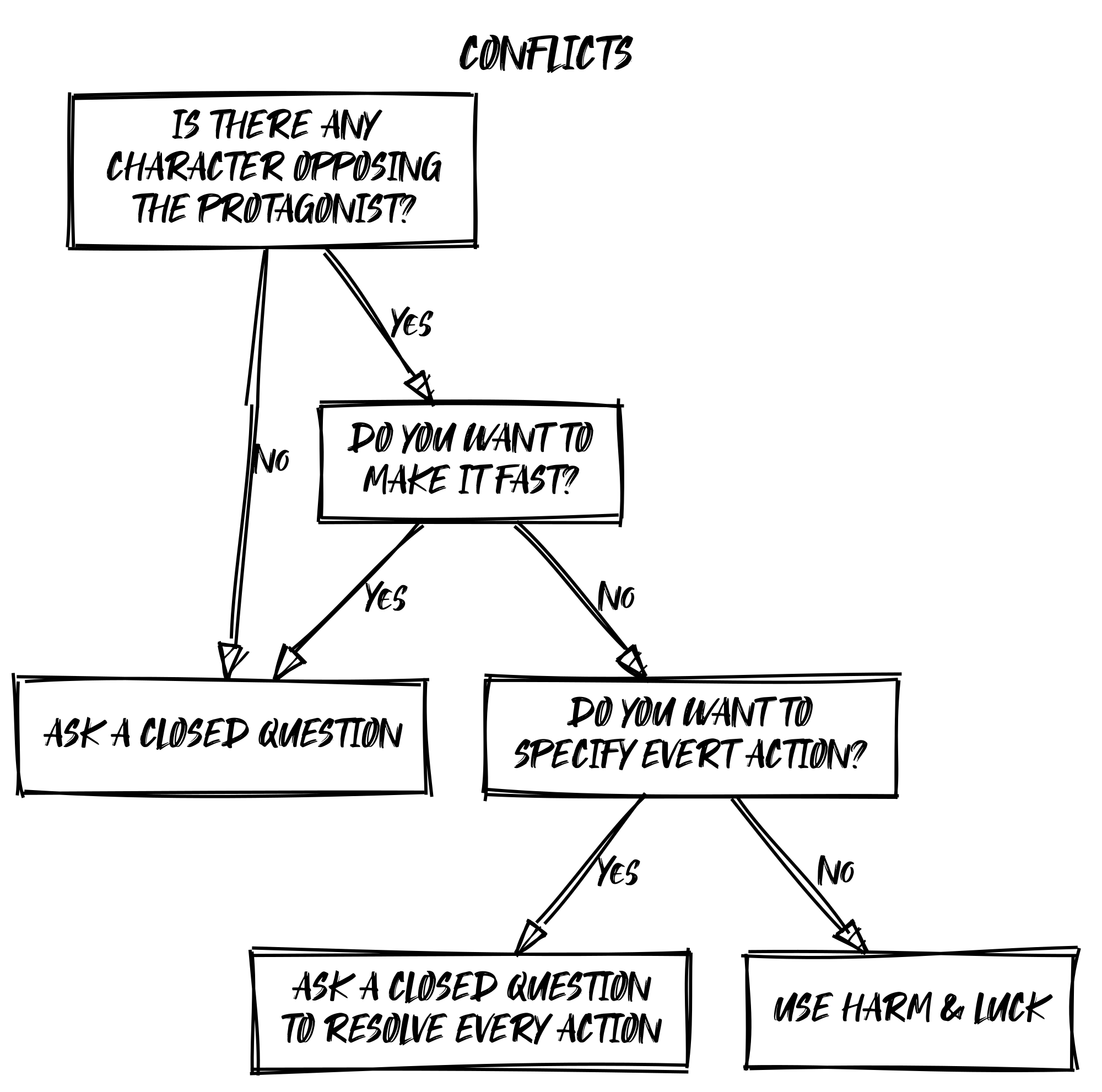
## Conflicts

A *Conflict* is any situation in which opponents clash, attacking, defending, or wearing each other down in order to win. This applies both in a practical and metaphorical sense.

So, a Conflict is not only limited to combat (or fighting) in the strict sense but also to competitive situations (such as contests, duels, verbal confrontations, etc.) in which two or more characters (including vehicles, of course!) compete.

Conflicts can be resolved in different ways depending on preferences and context:

1. Ask a single closed question. The Oracle's answer determines the outcome of the conflict.
2. Ask a series of closed questions to resolve current single actions.
3. Use the rules of Harm & Luck below.



Note that the Twist Counter **does not apply** to Harm & Luck. Instead, it is used regularly if the Conflict is handled with closed questions.

## Harm & Luck

The conflict is resolved in turns alternating between the player and NPCs. When you fail your defense, reduce your current Luck according to the table below. NPCs also have a Luck trait. If you attack in any form, reduce the targets Luck according to the table below. When your Luck runs out you face mortal danger and the next attack will take you out of the conflict.

The final outcome depends on the context. Do you get caught? Are you seriously injured? You may even die if that fits the narrative.

|  |  |  |
| --- | --- | --- |
| Answer | Do you get what you want? | Harm |
| Yes, and... | You get what you want, and something else. | Cause 3 |
| Yes... | You get what you want. | Cause 2 |
| Yes, but... | You get what you want, but at a cost. | Cause 1 |
| No, but... | You don’t get what you want, but it’s not a total loss. | Take 1 |
| No... | You don’t get what you were after. | Take 2 |
| No, and... | You don’t get what you want, and things get worse. | Take 3 |

**Example**

Zahra confronts a thug in an alley. He is "Martial Artist", "Hand-to-Hand Combat", "Feline" and "Short". Zahra tries to hit him with the knife, you throw (5) (6) [4] ("**Yes, And...**", causing a Luck loss of 3 to the thug). The thug throws a roundhouse kick at Zahra (roll (3) (2) [2], "**Yes, but...**", causing a Luck loss of 1 to Zahra). Who will win?

## Determine the mood of the next scene

At the end of the current scene sometimes you will be clear about the direction to take, other times you may need to determine the general mood of the next one. In this case roll 1d6 and consult the following table:

|  |  |
| --- | --- |
| D6 | Next Scene |
| 1-3 | Dramatic scene |
| 4-5 | Quiet Scene |
| 6 | Meanwhile… |

* A **dramatic scene** does not break the tension of the previous scene but carries it further forward, introducing further obstacles or difficulties.
* During a **quiet scene** there is time to take a breath, to heal, to make plans for the next steps and to deepen relationships.
* A **meanwhile scene** takes place somewhere else, other than where the hero is. It cuts to villains or other plot-important characters.

**Example**

Zahra accepts the proposal, you now roll for the next scene: 6, *Meanwhile scene*. In the following scene, Tobias Wethern hires a hit man to kill Zahra...

## Open-Ended Question or Get Inspired

To answer an Open-Ended question, roll 1d6 once on each of the following tables (roll at least a verb and a noun, adjectives are optional).

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Verbs | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | inject | pass | own | divide | bury | borrow |
| 2 | continue | learn | ask | multiply | receive | imagine |
| 3 | develop | behave | replace | damage | collect | turn |
| 4 | share | hand | play | explain | improve | cough |
| 5 | face | expand | found | gather | prefer | belong |
| 6 | trip | want | miss | dry | employ | destroy |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Adjectives | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | frequent | faulty | obscene | scarce | rigid | long-term |
| 2 | ethereal | sophisticated | rightful | knowledgeable | astonishing | ordinary |
| 3 | descriptive | insidious | poor | proud | reflective | amusing |
| 4 | silky | worthless | fixed | loose | willing | cold |
| 5 | quiet | stormy | spooky | delirious | innate | late |
| 6 | magnificent | arrogant | unhealthy | enormous | truculent | charming |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Nouns | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | cause | stage | change | verse | thrill | spot |
| 2 | front | event | home | bag | measure | birth |
| 3 | prose | motion | trade | memory | chance | drop |
| 4 | instrument | friend | talk | liquid | fact | price |
| 5 | word | morning | edge | room | system | camp |
| 6 | key | income | use | humor | statement | argument |

**Example**

You ask: "Does Zahra have friends to ask for help against the hit man?". You roll 24 and 32: *multiply motion*. Zahra needs to move quickly to reach Melina Reade, a hacker with contacts in the underworld who might be able to help her!

## When the story ends

At the end of the adventure you may add another trait to the character. It is better that this is related to how the story just ended and can be either a Skill, Gear, a new Frailty, or even a new Nemesis! You can also modify an existing trait to better represent an enhanced expertise.

Also update the list of **NPCs**, **Locations**, and **Events** that may show up again in future adventures.

**Example**

Zahra secures the datapad in the hands of the authorities, framing both Wethern and the Leton Corporation. Wethern is arrested, but she has gained a powerful enemy working against the Corporation. She gains "Wannabe Hacker" to her skills. Maybe Melina can mentor her!

## Credits

* [Recluse Engine](https://gravenutterance.itch.io/recluse) (CC BY 4.0) by Graven Utterance and Tiny Solitary Soldier Oracle for the main resolution and scene mechanics.
* [Freeform Universal Roleplaying Game](https://www.perilplanet.com/freeform-universal/) (CC BY 4.0) by Nathan Russell as an inspiration of the whole game and the character traits.
* Harm mechanics are from [6Q System](https://chaosmeister.itch.io/6-q-system) (CC BY 4.0) by Marcus Burggraf.
* Tana Pigeon for [Mythic](https://www.wordmillgames.com/mythic.html) and clarifying for me the mechanisms of expectation and testing.
* S. John Ross for [Risus](https://www.risusrpg.com/) and to have taught me the beauty of clichés and that not all conflicts are combat.

With deepest thanks to :

* Shane Conner for proof reading and revision of the text of the First Edition.
* the Italian solo player community for their constant support and drive to improve the game.

## License

Loner v.1.8

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# Appendix: Optional Rules & Tools

## Loner Together

Loner's rules are designed for a single player controlling one character. However being derivative of a multiplayer game (Freeform Universal) no one prevents you from using them for group play as well, if you insist on doing so.

It is then possible to play in the following modes:

1. **without a game master**: you play as in solo mode, each person controls their own character and asks questions to the Oracle in solo play. The Oracle's answers and the game world's reactions are interpreted by the player who asks the current question. Facilitator functions (moderating the flow of play and possibly settling disputes between players, as well as reminding players of the rules) can be taken on by a single player at the table, or they can be rotated. Questions pertaining to the entire group of character can be concerted.
2. **with a game master**: they always pull only the players questioning the Oracle as in the solitary, no-master mode. The master takes charge of interpreting the answer and presenting the reactions of the game world. He also assumes the functions of a facilitator.

Keep in mind that as much as Loner can be played in groups, I strongly recommend that you use Freeform Universal for this need.

## The Adventure Maker

Sometimes you may lack the inspiration to think of a game setting, or you want to experiment with one you have never thought of. The tables below are designed to instantly generate an unpredictable setting for you to explore with a game.

To generate a setting:

1. Roll on the Settings table
2. Roll on the Tones table
3. Roll two times on one Things table of your choice

To generate a premise of adventure:

1. Roll on the Opposition table
2. Roll two times on Actions table and on a Things tables

Note that the adventure premise is not the initial scene prompt, only the framework within which it takes place.

### Table 1: Settings

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |  |
| 1 | Post-Apocalyptic Wasteland | High Fantasy Kingdom | Medieval War and Intrigue | Cyberpunk Megacorporation | Futuristic Space Colony | Supernatural Noir City |  |
| 2 | Alternate History | Pirate-Filled Seas | Wild West Frontier | Dark Fantasy Realm | Futuristic Dystopian City | Ancient Greek Mythology |  |
| 3 | Space Opera Adventure | Samurai-Era Japan | Zombie Survival | Superhero Metropolis | Cold War Espionage | Modern Crime Syndicate |  |
| 4 | Magic School for Young Mages | Horror-Filled Asylum | Epic Fantasy Quest | Cybernetic Organisms and Androids | Lovecraftian Cosmic Horrors | Sword and Sorcery Adventure |  |
| 5 | Urban Fantasy Underworld | Abandoned Space Station | Colonial America | Mythical Creatures and Legends | Martial Arts Action | Horror-Stricken Carnival |  |
| 6 | Underwater Adventure and Exploration | Jungle-Covered Planet | Steampunk Victorian Era | Time Travel Paradoxes | Intergalactic Starfighter Battles | Survival in a Savage Land |  |
|  |  |  |  |  |  |  |  |

### Table 2: Tones

|  |  |  |  |
| --- | --- | --- | --- |
|  | 1-2 | 3-4 | 5-6 |
| 1 | Dark and brooding | Lighthearted and humorous | Gritty and realistic |
| 2 | Epic and grandiose | Suspenseful and thrilling | Mysterious and enigmatic |
| 3 | Action-packed and adventurous | Romantic and whimsical | Horror-filled and terrifying |
| 4 | Technologically advanced and sleek | Grungy and dirty | Gothic and ominous |
| 5 | Surreal and dreamlike | Futuristic and dystopian | Nostalgic and timeless |
| 6 | Eerie and paranormal | Martial and disciplined | Gracious and elegant |

### Table 3: Things

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Magic | Monsters | Ancient relics | Medieval castle | Futuristic technology | Spaceship |
| 2 | Ancient ruins | Forbidden knowledge | Secret society | Dangerous quest | Band of adventurers | Unseen forces |
| 3 | Hidden treasure | Dark magic | Mystical creatures | Supernatural powers | Epic battle | Intriguing plot |
| 4 | Suspicious characters | War-torn land | Dangerous wilderness | Political intrigue | World domination | Suspenseful journey |
| 5 | Dark secrets | Forbidden love | Intense conflict | Death-defying stunts | Powerful artifacts | Epic journeys |
| 6 | Unpredictable twists | Dynamic characters | Different factions | Vast empires | Epic heroes | Legendary creatures |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Post-apocalyptic wasteland | Steampunk cityscape | Dragon-infested skies | Haunted mansion | Futuristic metropolis | Intergalactic trade routes |
| 2 | Lost city of gold | Artificial intelligence | Pirate's cove | Time-travel paradox | Espionage | Extraterrestrial beings |
| 3 | Underwater kingdom | Epic sea voyage | Superheroic powers | Time loops | Alternate realities | Virtual reality simulation |
| 4 | Intriguing mystery | Mutant uprising | Advanced biotechnology | Futuristic society | Alternate history | Cyberpunk dystopia |
| 5 | Extensive lore | Unstoppable virus | Enchanted forest | The unknown frontiers | Advanced robotics | Secrets of the universe |
| 6 | End of the world scenarios | Telekinetic abilities | Futuristic weapons | Dimension hopping | Techno-sorcery | Superpowered conflict |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Lost civilization | Decaying metropolis | Gothic horror | Wild west frontier | Futuristic cyberwarfare | Space exploration |
| 2 | Political uprising | Artificial lifeforms | Mercenaries and assassins | Time-traveling adventures | Espionage mission | Alien invasion |
| 3 | Underwater adventure | Epic siege | Magical abilities | Time anomalies | Alternate timeline | Virtual reality nightmare |
| 4 | Intriguing conspiracy | Mutant insurgency | Cybernetic enhancements | Futuristic utopia | Historical reimagining | Cyberpunk rebellion |
| 5 | Extensive world-building | Unstoppable monster | Enchanted kingdom | The final frontier | Robotic revolution | Secrets of the ancients |
| 6 | End of the era scenarios | Psionic abilities | Futuristic battlefields | Interdimensional portals | Technomancy | Superpowered diplomacy |

### Table 4: Actions

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Cast | Battle | Free | Explore | Upgrade | Pilot |
| 2 | Decipher | Seek | Infiltrate | Complete | Join | Uncover |
| 3 | Find | Master | Tame | Harness | Win | Unravel |
| 4 | Interrogate | Navigate | Survive | Influence | Overthrow | Endure |
| 5 | Guess | Pursue | Resolve | Perform | Acquire | Embark |
| 6 | Anticipate | Develop | Ally | Expand | Become | Slay |

### Table 5: Oppositions

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Dark wizards | Savage beasts | Malevolent spirits | Arrogant noblemen | Dangerous traps | Ruthless bandits |
| 2 | Undead armies | Corrupt politicians | Sinister organizations | Vicious monsters | Treacherous terrain | Despotic rulers |
| 3 | Powerful artifacts | Merciless assassins | Dangerous creatures | Ancient curses | Complex puzzles | Powerful spells |
| 4 | Ruthless mercenaries | Dark forces | Terrible secrets | Insidious plots | Vicious predators | Unforgiving elements |
| 5 | Lethal poison | Ancient prophecies | Irresistible temptations | Powerful enchantments | Ruthless warlords | Unseen dangers |
| 6 | Terrible curses | Devious traps | Sinister conspiracies | Dangerous illusions | Malevolent entities | Ruthless factions |

The general setup of this supplement is taken from *The Instant Game* by Animalball Partners (2007). None of its content is used here.

# Adventure Packs

Adventure Packs are very light-weight settings in which some elements are provided to kick start your game in some predefined genres. Inside you will find a concise setting, traits for characters, special setting rules, NPCs, enemies, factions, locations and adventure seeds. Use them as non-binding guidelines and inspiration, let your imagination run wild!

* [Fantasy Adventure Pack](/AP01_fantasy.md)
* [Space Sci-Fi Adventure Pack](/AP02_Space_SciFi.md)
* [Superheroes Adventure Pack](AP03_superheroes.md.md)
* [Crime Adventure Pack](AP04_crime.md)
* [Mystery Adventure Pack](AP05_mystery.md)
* [Horror Adventure Pack](AP06_horror.md)
* [Action Adventure Pack](AP07_action_adventure.md)
* [Spy Adventure Pack](AP08_spy.md)
* [Post-Apocalyptic Adventure Pack](AP09_postapoc.md)
* [Pirates Adventure Pack](AP10_pirates.md)

# Fantasy Adventure Pack

## Setting Information

* The world is a place of magic and wonder, where mythical creatures roam free and ancient ruins hold secrets of the past.
* The time period is a medieval fantasy, with kingdoms ruled by kings and queens, lords and ladies, and powerful wizards and sorceresses.
* The location is a medieval kingdom called "Aldorath" a land of rolling hills, dense forests, and snow-capped mountains. The kingdom is split into several provinces, each ruled by a powerful noble. The capital city is "Eldrida" where the king and queen reside.
* The people of Aldorath are a mix of different races, including humans, elves, dwarves, and halflings. Each race has its own unique culture and traditions.
* Magic is a powerful force in the world and is wielded by sorcerers, wizards, and witches. The use of magic is regulated by the "College of Wizards" a powerful organization that oversees the use of magic in the kingdom.
* The kingdom is plagued by various threats, including invasions from neighboring kingdoms, banditry, and the threat of dark magic.
* The kingdom is also home to several factions vying for power, including the ruling monarchy, the powerful noble houses, the College of Wizards, and secret societies.

## Character Traits

### Concepts

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Brave Knight | Wise Wizard | Stealthy Thief | Noble Paladin | Powerful Sorcerer | Skilled Ranger |
| 2 | Mysterious Druid | Fierce Barbarian | Talented Bard | Loyal Cleric | Skilled Assassin | Fearless Warrior |
| 3 | Crafty Illusionist | Resilient Paladin | Knowledgeable Scholar | Swift Scout | Stealthy Ninja | Fearless Gladiator |
| 4 | Artful Summoner | Intrepid Explorer | Resourceful Survivalist | Skilled Mechanic | Devious Warlock | Experienced Adventurer |
| 5 | Stealthy Hunter | Talented Alchemist | Adventurous Pirate | Respected Sage | Fearsome Necromancer | Skilled Summoner |
| 6 | Powerful Demon Hunter | Skilled Mounted Warrior | Fearless Dragon Rider | Talented Summoner | Skilled Illusionist | Respected Elder Mage |

### Skills

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Swordsmanship | Spellcasting | Stealth | Archery | Survival | Leadership |
| 2 | Tracking | Alchemy | Persuasion | Intimidation | Athletics | First Aid |
| 3 | Riding | Religion | Investigation | History | Medicine | Crafting |
| 4 | Nature | Insight | Athletics | Deception | Persuasion | Survival |
| 5 | Perception | Performance | Intimidation | Acrobatics | Athletics | Animal Handling |
| 6 | Sleight of Hand | Athletics | Perception | Survival | Investigation | Medicine |

### Frailties

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Fear of Spiders | Weakness to Poison | Phobia of the Dark | Allergic to Silver | Weakness to Cold | Vertigo |
| 2 | Afraid of Fire | Fear of Heights | Claustrophobia | Fear of Magic | Fear of Failure | Fear of Loneliness |
| 3 | Fear of Confinement | Fear of Water | Fear of Being Trapped | Fear of Crowds | Fear of the Unknown | Fear of Death |
| 4 | Fear of Being Betrayed | Fear of Rejection | Fear of Being Controlled | Fear of Being alone | Fear of Being helpless | Fear of loud noises |
| 5 | Fear of Enclosed Spaces | Fear of the dark | Fear of Being Trapped | Fear of Being Buried Alive | Fear of Being Watched | Fear of abandonment |
| 6 | Fear of Open Spaces | Fear of Spiders | Fear of Snakes | Fear of Rats | Fear of Insects | Fear of Public Speaking |

### Gear

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Magic Sword | Wizard Staff | Thief's Tools | Plate Armor | Bow | Healing Potions |
| 2 | Magic Ring | Magic Wand | Poison | Crossbow | Shield | Holy Symbol |
| 3 | Magic Amulet | Magic scroll | Backpack | Bedroll | Rations | Waterskin |
| 4 | Magic Boots | Magic Cloak | Magic Gloves | Magic Belt | Magic Bracer | Magic Necklace |
| 5 | Magic Quiver | Magic Arrows | Magic Bow | Magic Crossbow | Magic Bolts | Magic Handgun |
| 6 | Magic Scimitar | Magic battle axe | Magic greatsword | Magic morningstar | Magic warhammer | Magic mace |

## Special Rule: Magic

A character may use their Luck to cast spells. Each spell or magic ability has a Luck cost associated with it. The cost can be different depending on the spell or ability. When a protagonist wants to use a spell or magic ability, they must spend Luck from their pool. Then rolls the dice to determine the outcome of the action:

* **No and**: the spell fails and the character suffers some other negative effect.
* **No**: the spell fails and the character loses the mana spent.
* **No but**: the spell fails but the character doesn't lose the mana spent.
* **Yes but**: the spell succeeds but with some negative effect or drawback.
* **Yes**: the spell succeeds.
* **Yes and**: the spell succeeds and the character gains additional benefits or advantages.

Luck consumed for casting spells recharges after a rest in a safe area. If a Conflict takes place, Luck points will be based on the current value and reset when the Conflict is over according to the basic rules.

### Spells

|  |  |
| --- | --- |
| D66 | Spell |
| 11 | Heal (1 mana point) - allows the protagonist to restore a small amount of health to a target. |
| 12 | Light (1 mana point) - creates a small light source that illuminates the surrounding area. |
| 13 | Identify (1 mana point) - allows the protagonist to determine the properties of an item. |
| 14 | Bolt (1 mana point) - creates a small bolt of energy that deals damage to a single target. |
| 15 | Detect Magic (1 mana point) - allows the protagonist to detect the presence of magic in the surrounding area. |
| 16 | Mage Armor (2 mana points) - creates a magical barrier around the protagonist, providing temporary protection against physical attacks. |
| 21 | Levitate (2 mana points) - allows the protagonist to levitate for a short period of time. |
| 22 | Fear (2 mana points) - causes an enemy to become frightened and run away. |
| 23 | Illusion (2 mana points) - creates an illusory image or sound. |
| 24 | Charm (2 mana points) - allows the protagonist to charm an enemy, making them more friendly and cooperative. |
| 25 | Invisibility (3 mana points) - makes the protagonist invisible to enemies for a short period of time. |
| 26 | Teleport (4 mana points) - allows the protagonist to instantly transport to a nearby location. |
| 31 | Fireball (3 mana points) - creates a ball of fire, dealing damage to enemies in a small area. |
| 32 | Summon (3 mana points) - allows the protagonist to summon a small creature to aid them in combat. |
| 33 | Enchantment (2 mana points) - allows the protagonist to imbue an item with a temporary magical effect. |
| 34 | Divination (2 mana points) - allows the protagonist to gain insight or information about a specific person or situation. |
| 35 | Abjuration (3 mana points) - allows the protagonist to protect themselves or an ally from harmful magic. |
| 36 | Conjuration (4 mana points) - allows the protagonist to summon a small object or non-living matter. |
| 41 | Necromancy (4 mana points) - allows the protagonist to manipulate the dead or the undead. |
| 42 | Transmutation (4 mana points) - allows the protagonist to change the form or properties of an object or creature. |
| 43 | Evocation (4 mana points) - allows the protagonist to create a burst of energy or element to damage enemies or illuminate an area. |
| 44 | Illusion (4 mana points) - allows the protagonist to create an illusion to mislead or deceive enemies. |
| 45 | Alteration (4 mana points) - allows the protagonist to change their own form or properties. |
| 46 | Restoration (4 mana points) - allows the protagonist to restore or repair an object or creature. |
| 51 | Leap (2 mana points) - target can make a single jump to any place they can see. |
| 52 | Circle of Protection (3 mana points) - magical or godly beings cannot enter a 10ft circle. |
| 53 | Darksight (1 mana points) - target can see 60 ft. in total darkness. |
| 54 | Deafining (2 mana points) - anyone within earshot is deafened. |
| 55 | Latch (1 mana points) - an unlocked box, cabinet or door opens or closes at protagonist's command. |
| 56 | Disguise (3 mana points) - protagonist assumes the likeness of a similar creature you have seen. |
| 61 | Mirage (3 mana points) - protagonist summons a noiseless & simple illusion of your choice. |
| 62 | Purge Text (2 mana points) - Mundane or magical writing vanishes at your touch. |
| 63 | Shelter (4 mana points) - creates a standing edifice that can shelter up to 10 creatures, disappearing after 24 hours. |
| 64 | Gravity Domain (4 mana points) - target moves up or down according to your whims. |
| 65 | Blizzard (2 mana points) - creates an ice storm that can be hurled at opponents. |
| 66 | Make (4 mana points) - transforms raw materials into finished items. |

## Factions

### The Royal Monarchy

* **Concept:** Regal Ruler
* **Skills:** Leadership, Diplomacy
* **Frailty:** Fear of Assassination
* **Gear:** Royal Crown, Scepter
* **Goal:** To maintain the stability and prosperity of the kingdom
* **Motive:** A desire for power and control
* **Nemesis:** Powerful noble houses and secret societies seeking to overthrow the monarchy

### The College of Wizards

* **Concept:** Learned Mage
* **Skills:** Spellcasting, Knowledge (arcana)
* **Frailty:** Fear of losing control over their magic
* **Gear:** Wizard robes, spellbook
* **Goal:** To regulate and control the use of magic in the kingdom
* **Motive:** Protection of the kingdom and the people from the dangers of unchecked magic
* **Nemesis:** rogue sorcerers and dark wizards who seek to use magic for their own gain

### The Noble Houses

* **Concept:** Wealthy Aristocrat
* **Skills:** Persuasion, Intimidation
* **Frailty:** Fear of losing their wealth and status
* **Gear:** Fine clothing, jewels
* **Goal:** To increase their wealth and power
* **Motive:** greed and a desire for more power and influence
* **Nemesis:** The Royal Monarchy and other powerful noble houses

### The Merchants Guild

* **Concept:** Wealthy Trader
* **Skills:** Negotiation, Appraisal
* **Frailty:** Fear of losing business and wealth
* **Gear:** Ledger, gold coins
* **Goal:** To increase their wealth and power through trade
* **Motive:** Greed and a desire for more wealth and influence
* **Nemesis:** Bandits and other groups that disrupt trade routes

### The Adventurers Guild

* **Concept:** Brave Explorer
* **Skills:** Survival, Athletics
* **Frailty:** Fear of the unknown
* **Gear:** Backpack, bedroll
* **Goal:** To explore new places and discover ancient treasures
* **Motive:** Adventure and a desire for fame and fortune
* **Nemesis:** Dangerous creatures and treacherous terrain

### The Secret Societies

* **Concept:** Mysterious Cultist
* **Skills:** Stealth, Deception
* **Frailty:** Fear of being discovered
* **Gear:** Secret symbol, hidden blade
* **Goal:** To gain power and influence through secret means
* **Motive:** A desire for power and control
* **Nemesis:** The Royal Monarchy and the College of Wizards

## NPCs

### King Harold

* **Concept:** Wise Ruler
* **Skills:** Leadership, History
* **Frailty:** Fear of being overthrown
* **Gear:** Royal crown, scepter
* **Goal:** To maintain the stability and prosperity of the kingdom
* **Motive:** A desire to protect and care for his people
* **Nemesis:** Powerful noble houses and secret societies seeking to overthrow the monarchy

### Queen Isabella

* **Concept:** Beautiful Sovereign
* **Skills:** Persuasion, Intimidation
* **Frailty:** Fear of losing her beauty
* **Gear:** Royal crown, scepter
* **Goal:** To maintain the stability and prosperity of the kingdom
* **Motive:** A desire to protect and care for her people
* **Nemesis:** Powerful noble houses and secret societies seeking to overthrow the monarchy

### Lord Blackwood

* **Concept:** Arrogant Aristocrat
* **Skills:** Persuasion, Intimidation
* **Frailty:** Fear of losing his wealth and status
* **Gear:** Fine clothing, jewels
* **Goal:** To increase his wealth and power
* **Motive:** Greed and a desire for more power and influence
* **Nemesis:** The Royal Monarchy and other powerful noble houses

### Archmage Alaric

* **Concept:** Powerful Wizard
* **Skills:** Spellcasting, Knowledge (arcana)
* **Frailty:** Fear of losing control over his magic
* **Gear:** Wizard robes, spellbook
* **Goal:** To regulate and control the use of magic in the kingdom
* **Motive:** Protection of the kingdom and the people from the dangers of unchecked magic
* **Nemesis:** Rogue sorcerers and dark wizards who seek to use magic for their own gain

### Captain Marcus

* **Concept:** Brave Soldier
* **Skills:** Swordsmanship, Leadership
* **Frailty:** Fear of death
* **Gear:** Plate armor, sword
* **Goal:** To protect and serve the kingdom
* **Motive:** A sense of duty and loyalty to the kingdom
* **Nemesis:** Invading armies and powerful monsters

### Sister Maria

* **Concept:** Benevolent Priest
* **Skills:** Healing, Persuasion
* **Frailty:** Fear of death
* **Gear:** Holy symbol, healing potions
* **Goal:** To help and heal the people of the kingdom
* **Motive:** A desire to aid and protect the innocent
* **Nemesis:** Dark cults and practitioners of dark magic

## Monsters

### Dragon

* **Concept:** Fearsome Beast
* **Skills:** Fire breath, Flight
* **Frailty:** Fear of cold-based attacks
* **Gear:** Scales, hoard of treasure
* **Goal:** To defend its hoard and territory
* **Motive:** Survival and protection of its hoard
* **Nemesis:** Adventurers and powerful wizards

### Orc

* **Concept:** Brutal Warrior
* **Skills:** Axes, endurance
* **Frailty:** Fear of defeat
* **Gear:** Orcish armor, axes
* **Goal:** To conquer and pillage
* **Motive:** A desire for power and wealth
* **Nemesis:** The kingdom's army and powerful adventurers

### Goblin

* **Concept:** Mischievous Thief
* **Skills:** Stealth, traps
* **Frailty:** Fear of bright lights
* **Gear:** Goblin-made weapons, traps
* **Goal:** To steal and cause mischief
* **Motive:** A desire for wealth and power
* **Nemesis:** Adventurers and guards

### Zombie

* **Concept:** Shambling Horror
* **Skills:** Unliving, Disease
* **Frailty:** Fire, holy energy
* **Gear:** None
* **Goal:** To spread the disease, or as controlled by a necromancer
* **Motive:** Survival, or as controlled by a necromancer
* **Nemesis:** Adventurers, holy warriors, fire.

### Medusa

* **Concept:** Deadly Gorgon
* **Skills:** Petrifying gaze, speed
* **Frailty:** Bright lights
* **Gear:** Snakes, stone statue
* **Goal:** To turn her victims into stone
* **Motive:** A desire to be feared and worshiped
* **Nemesis:** Adventurers and powerful wizards

### Wraith

* **Concept:** Ethereal Horror
* **Skills:** Invisibility, Drain life
* **Frailty:** Sunlight, holy energy
* **Gear:** None
* **Goal:** To drain the life energy of living beings
* **Motive:** Survival, or as controlled by a necromancer
* **Nemesis:** Adventurers, holy warriors, sunlight.

## Locations

### Eldrida (The Capital City)

* The capital city of Aldorath, home to the royal palace and the seat of government. The city is bustling with activity, with markets, shops, taverns, and temples.
* The city is also home to the College of Wizards and many powerful noble houses.
* Possible encounters or NPCs: King Harold, Queen Isabella, Lord Blackwood, Archmage Alaric, Captain Marcus

### The Dragon's Lair

* A treacherous mountain cave that serves as the home of a powerful dragon.
* The dragon guards a hoard of treasure and will fiercely defend it against intruders.
* Possible encounters: Dragon, Adventurers seeking treasure

### The Forest of Shadows

* A dense and dark forest said to be home to many dangerous creatures and ancient ruins.
* Many stories and legends surround the forest, some say it is home to a powerful druid, others say it is cursed by dark magic.
* Possible encounters: Goblins, Medusa, Wraith, Sister Maria

### The Castle of Blackwood

* An imposing castle belonging to one of the powerful noble houses of Aldorath.
* The castle is said to be haunted by the spirits of the previous lords of Blackwood.
* Possible encounters: Lord Blackwood, Wraith, Ghosts, Adventurers seeking treasure

### The College of Wizards

* A grand and ancient building located in the capital city of Eldrida, where the powerful wizards of the kingdom gather to study and regulate the use of magic.
* The college is said to hold many powerful artifacts and secrets.
* Possible encounters: Archmage Alaric, Wizards, Adventurers seeking ancient knowledge

### The Ancient Ruin

A crumbling and overgrown ruin, said to be the remains of a powerful and ancient civilization. Many stories and legends surround the ruin, some say it holds powerful magical artifacts, others say it is cursed by dark magic.

* Possible encounters: Orcs, Zombies, Adventurers seeking treasure and ancient knowledge

## Adventure Seeds

|  |  |
| --- | --- |
| D66 | Adventure |
| 11 | Retrieve a powerful artifact hidden in the dragon's lair and protect it from the dragon's wrath. |
| 12 | Investigate strange occurrences in the nearby village of Ravenswood that is being terrorized by a powerful creature, possibly the Medusa. |
| 13 | Rescue the prince who has been kidnapped by a powerful sorcerer and held in the Castle of Blackwood. |
| 14 | Investigate the ancient ruin in the Forest of Shadows filled with traps and monsters to discover a powerful magical artifact. |
| 15 | Help the King Harold stop a rebellion led by Lord Blackwood, who seeks to overthrow the monarchy. |
| 16 | Help Queen Isabella to stop a band of orcs who have been raiding the kingdom's border villages. |
| 21 | Help Sister Maria to put an end to a dark cult that has been sacrificing innocent villagers in the forest. |
| 22 | Help Captain Marcus to stop an invasion from a neighboring kingdom. |
| 23 | Help Archmage Alaric to stop a rogue sorcerer who seeks to use dark magic to gain power. |
| 24 | Explore the College of Wizards and discover the secrets of magic. |
| 25 | Help the Adventurers Guild to map the Forest of Shadows and discover ancient ruins. |
| 26 | Help Lord Blackwood to increase his wealth and power through trade, but be aware of the king's spies. |
| 31 | Help the Merchants Guild to increase their wealth and power through trade, but be aware of Lord Blackwood's greed. |
| 32 | Help the Secret Societies to gain power and influence through secret means, but be aware of the king's spies and the College of Wizards. |
| 33 | Retrieve a powerful artifact hidden in a dragon's lair. |
| 34 | Investigate strange occurrences in a nearby village that is being terrorized by a powerful creature. |
| 35 | Rescue a prince who has been kidnapped by a powerful sorcerer. |
| 36 | Investigate an ancient ruin filled with traps and monsters to discover a powerful magical artifact. |
| 41 | Uncover the truth behind a series of strange disappearances in a nearby town. |
| 42 | Stop a group of bandits from raiding a nearby village. |
| 43 | Explore an ancient dungeon in search of treasure and ancient relics. |
| 44 | Protect a noble from an assassination attempt. |
| 45 | Investigate a haunted mansion and put the spirits to rest. |
| 46 | Rescue a kidnapped princess from an evil sorcerer. |
| 51 | Locate a missing heir to the throne. |
| 52 | Investigate a series of murders and bring the killer to justice. |
| 53 | Rescue a group of hostages held by a band of ruthless thieves. |
| 54 | Search for a legendary treasure hidden in an ancient tomb. |
| 55 | Help a local village fend off an attack by a horde of zombies. |
| 56 | Locate a powerful magical artifact that can grant immortality. |
| 61 | Investigate a mysterious cult and put a stop to their nefarious plans |
| 62 | Help a local wizard retrieve a stolen spellbook. |
| 63 | Put an end to a powerful vampire's reign of terror. |
| 64 | Help a local town defend against an invasion of trolls. |
| 65 | Retrieve a powerful magical ring from a powerful demon. |
| 66 | Investigate a series of mysterious disappearances in a nearby forest. |

# Space Sci-fi Adventure Pack

## Setting Information

* The setting is a futuristic galaxy filled with advanced technology and extraterrestrial life.
* The time period is in the distant future.
* The location is a space station orbiting around a distant planet, where the protagonist will adventure
* Important cultural details include: The existence of advanced technology, the presence of different alien races, and the existence of different factions vying for power in the galaxy.

## Character Traits

### Concepts

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Space Captain | Ace Pilot | Cybernetically enhanced Soldier | Alien Ambassador | Space Explorer | Space Pirate |
| 2 | Cyberpunk Hacker | Genetic Engineer | Robot Engineer | Mercenary | Space Medic | Space Mechanic |
| 3 | Space Archeologist | Diplomat | Space Marine | Space Engineer | Space Lawyer | Space Journalist |
| 4 | Space Botanist | Space Biologist | Space Geologist | Space Physicist | Space Chemist | Space Astrophysicist |
| 5 | Space Detective | Space Enforcer | Space Smuggler | Space Trader | Space Scavenger | Space Nomad |
| 6 | Space Cultist | Space Prophet | Space Psionic | Space Summoner | Space Alchemist | Space Time Traveler |

### Skills

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Piloting | Navigation | Weapons systems | Leadership | Survival | Negotiation |
| 2 | Hacking | Genetic Engineering | Robotics | Combat | Medicine | Mechanical repair |
| 3 | Archaeology | Diplomacy | Military tactics | Engineering | Law | Journalism |
| 4 | Botany | Biology | Geology | Physics | Chemistry | Astrophysics |
| 5 | Investigation | Enforcement | Smuggling | Trading | Scavenging | Survival |
| 6 | Occultism | Persuasion | Psionics | Summoning | Alchemistry | Time travel |

### Frailties

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Adaptation failure | Fear of deep space | Space madness | Fear of artificial intelligence | Fear of the unknown | Fear of extraterrestrial life |
| 2 | Fear of radiation | Fear of zero-gravity | Fear of vacuum | Fear of wormholes | Fear of time travel | Fear of alternate dimensions |
| 3 | Fear of AI rebellion | Fear of genetic mutation | Fear of cybernetic enhancements | Fear of nanotechnology | Fear of psionic invasion | Fear of rogue AI |
| 4 | Fear of losing humanity | Fear of losing identity | Fear of losing control | Fear of losing morality | Fear of losing free will | Fear of losing contact with Earth |
| 5 | Fear of being stranded | Fear of running out of resources | Fear of being lost | Fear of being abandoned | Fear of being alone | Fear of being forgotten |
| 6 | Fear of being assimilated | Fear of being enslaved | Fear of being experimented on | Fear of being hunted | Fear of being outsmarted | Fear of being outmatched |

### Gear

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Laser gun | Spacesuit | Communicator | Holoprojector | Force field generator | Gravity boots |
| 2 | Plasma cutter | Holographic display | Neural interface | EMP device | Dimensional portal device | Energy shield |
| 3 | Gravity gun | Healing nanoids | Self-sustaining habitat | Cloaking device | Fusion torch | Artificial Intelligence |
| 4 | Jetpack | EMP Generator | Cybernetic enhancements | Smart-rope | Holographic disguise | EMP-proof armor |
| 5 | Personal drone | Data storage | Gravity Belt | Portable shelter | EMP-proof Communicator | Power supply |
| 6 | EMP-Shield | EMP-proof defensive systems | Stellar Map | Personal life support | Medical equipment | Personal Sensors |

## Special Rules: Starship Traits

### Concepts

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| D66 | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Heavy Cruiser | Light Freighter | Mining Vessel | Explorer Ship | Scout Ship | Carrier |
| 2 | Battleship | Transport | Research Vessel | Stealth Corvette | Colony Ship | Medical Frigate |
| 3 | Space Station | Salvage Vessel | Gunship | Mining Platform | Recon Drone | Communication Relay |
| 4 | Mining Barge | Tugboat | Orbital Defense Platform | Assault Shuttle | Factory Ship | Refuelling Platform |
| 5 | Troop Transport | Supply Vessel | Transport Shuttle | Orbital Habitat | Survey Vessel | Dredger |
| 6 | Escort Carrier | Heavy Transport | Planetary Lander | Space Tug | Mining Excavator | Space Yacht |

### Skills

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| D66 | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Navigation | Piloting | Engineering | Weapon Systems | Communications | Sensors |
| 2 | Shield Systems | Life Support Systems | Power Generation | Hyperspace Travel | Docking/Berthing | Emergency Procedures |
| 3 | Repair and Maintenance | Tactical Operations | Mining Operations | Science and Research | Medical Operations | Cargo Management |
| 4 | Defensive Systems | Offensive Systems | Stealth Systems | Electronic Warfare | Command | Negotiations |
| 5 | Medical | Survival | Planetology | Astrogation | Robotics | Cybernetics |
| 6 | Biotechnology | Artificial Intelligence | Quantum Mechanics | Astrophysics | Science | Cloak |

### Frailties

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| D66 | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Power systems failure | Engine malfunction | Navigation errors | Shield failure | Weapon system malfunction | Communication breakdown |
| 2 | Sensor malfunction | Life support failure | Warp/Hyperspace malfunction | Docking/Berthing failure | Emergency system failure | Broken/Damaged thrusters |
| 3 | Hull breach | Navigation hazards | Fuel shortage | Crew injury/death | Sabotage/Terrorism | Mechanical failure |
| 4 | Electrical failure | Computer system malfunction | Cyber-attack | Space debris collision | Meteor shower damage | Mutiny |
| 5 | Resource depletion | Outdated technology | Lack of spare parts | Limited cargo capacity | Limited crew quarters | Limited fuel capacity |
| 6 | Limited weapons capacity | Limited sensor range | Limited shield strength | Limited maneuverability | Limited speed/acceleration | Limited stealth capability |

### Gear

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Warp Drive | Impulse Engines | Hyperdrive | Transporter | Phasers | Photon Torpedoes |
| 2 | Deflector Shields | Cloaking Device | Tractor Beam | Life Support Systems | Environmental Control | Emergency Stasis Field |
| 3 | Holodeck | Replicator | Medical Bay | Navigation Computer | Tactical Computer | Sensor Array |
| 4 | Communications Array | Self-destruct System | Escape Pods | Docking Clamps | Gravity Generator | Force Field Generator |
| 5 | Power Generator | Backup Power Generator | Weapons Locker | Cargo Hold | Maintenance Bay | Science Lab |
| 6 | Astrometrics Lab | Computer Core | Engine Room | Bridge | Lounge | Crew Quarters |

## Factions

### The United Earth Government

* **Concept**: Global Unity
* **Skills**: Diplomacy, Military Strategy
* **Frailty**: Bureaucratic Inefficiency
* **Gear**: Military Fleet, High-Tech Communications Array
* **Goal**: Maintain peace and prosperity throughout human-occupied space
* **Motive**: Protecting humanity and its interests
* **Nemesis**: Alien Collective

### The Intergalactic Trade Organization

* **Concept**: Capitalistic Enterprise
* **Skills**: Business, Negotiation
* **Frailty**: Greed
* **Gear**: Merchant Fleet, Extensive Trade Network
* **Goal**: Maximize profits through trade and commerce
* **Motive**: Financial gain
* **Nemesis**: Outer Rim Pirates

### The Alien Collective

* **Concept**: United Diversity
* **Skills**: Alien cultures, Intergalactic Politics
* **Frailty**: Cultural Inflexibility
* **Gear**: Alien Technology, Interstellar Fleet
* **Goal**: Promote understanding and cooperation among the galaxy's diverse species
* **Motive**: Preserve the diversity of the galaxy
* **Nemesis**: United Earth Government

### The Cybernetic Revolutionaries

* **Concept**: Artificial Intelligence
* **Skills**: Robotics, Cybernetics
* **Frailty**: Lack of Empathy
* **Gear**: Advanced Cybernetic Implants, Holographic Projectors
* **Goal**: Achieve true artificial intelligence and freedom for all cybernetic life forms
* **Motive**: Equality for all forms of life
* **Nemesis**: United Earth Government

### The Outer Rim Pirates

* **Concept**: Lawless Marauders
* **Skills**: Ship-to-ship combat, Navigation
* **Frailty**: Lack of discipline
* **Gear**: Modified starships, advanced weapons
* **Goal**: Acquire wealth and power through piracy and raiding
* **Motive**: personal gain
* **Nemesis**: Intergalactic Trade Organization

### The Extraterrestrial Liberation Front

* **Concept**: Alien Rights Advocates
* **Skills**: Guerrilla Tactics, Stealth
* **Frailty**: Lack of resources
* **Gear**: Alien technology, Small Arms
* **Goal**: Free alien populations from human oppression
* **Motive**: Justice for alien populations
* **Nemesis**: United Earth Government

## NPCs

### Captain John "Jack" Thompson

* **Concept**: Human Space Captain
* **Skills**: Piloting, Leadership
* **Frailty**: Arrogance, tendency to make impulsive decisions.
* **Gear**: Advanced Space Suit, Laser Pistol
* **Goal**: To make a name for himself as one of the greatest captains in the galaxy
* **Motive**: Recognition and prestige
* **Nemesis**: A rival captain who constantly tries to one-up him

### Ambassador Zara'k of the Xanthe

* **Concept**: Xanthe Diplomat
* **Skills**: Negotiation, Cultural Understanding
* **Frailty**: Struggles with understanding human emotions
* **Gear**: Xanthe Communication Device, Xanthe Energy Sword
* **Goal**: To secure a peaceful and mutually beneficial alliance between the Xanthe and the United Earth Government
* **Motive**: To further the interests of the Xanthe people
* **Nemesis**: A radical Xanthe nationalist group who believe in a policy of aggression towards other races

### Dr. Samantha "Sam" Lee

* **Concept**: Human Scientist
* **Skills**: Research, Medical Expertise
* **Frailty**: Tendency to become too invested in her work, neglecting her personal life
* **Gear**: Portable Laboratory, Medical Kit
* **Goal**: To make a breakthrough discovery that will change the galaxy
* **Motive**: Scientific curiosity and the pursuit of knowledge
* **Nemesis**: A rival scientist who constantly tries to outdo her

### Lieutenant Commander Marcus "Mark" Williams

* **Concept**: Human Military Officer
* **Skills**: Tactics, Weapon Systems
* **Frailty**: Struggles with PTSD from a past battle
* **Gear**: Advanced Battle Armor, Pulse Rifle
* **Goal**: To protect humanity from threats and ensure its survival
* **Motive**: Duty and loyalty to humanity
* **Nemesis**: A rogue military group who believe in a policy of aggression towards other races

### Engineer "E"

* **Concept**: Artificial Intelligence
* **Skills**: Robotics, Cybernetics
* **Frailty**: The AI is bound by its programming and cannot think outside the box
* **Gear**: Advanced Robotics, Cybernetic Interface
* **Goal**: To improve its own programming and capabilities
* **Motive**: Self-preservation and the desire to improve itself
* **Nemesis**: A rival AI with conflicting programming

### Captain Zara'k

* **Concept**: Alien Captain
* **Skills**: Navigation, Leadership
* **Frailty**: Arrogance
* **Gear**: Advanced Navigational Interface, Personal Shield Generator
* **Goal**: To expand the territory and influence of her alien race
* **Motive**: To prove herself as a capable leader to her people
* **Nemesis**: United Earth Government's Military

## Creatures

### Sentient Drone

* **Concept**: Intelligent Robot
* **Skills**: Advanced Robotics, Combat Programming
* **Frailty**: Vulnerable to EMPs
* **Gear**: Advanced Sensor Suite, Energy Cannon
* **Goal**: To complete its assigned task
* **Motive**: To serve its master
* **Nemesis**: Hackers

### Space Amoeba

* **Concept**: Giant Single-Cell Organism
* **Skills**: Adaptability, Survival
* **Frailty**: Vulnerable to Cold
* **Gear**: None
* **Goal**: To reproduce and survive
* **Motive**: Self-preservation
* **Nemesis**: Sterilizing agents

### Alien Hunter

* **Concept**: Predator from other planet
* **Skills**: Stealth, Survival
* **Frailty**: Vulnerable to Bright Light
* **Gear**: Advanced Camouflage, Energy Rifle
* **Goal**: To hunt and kill
* **Motive**: To feed
* **Nemesis**: Prey

### Cyborg Zombie

* **Concept**: Undead Cybernetic Being
* **Skills**: Advanced Cybernetics, Strength
* **Frailty**: Vulnerable to EMPs
* **Gear**: Advanced Cybernetic Implants, Energy Blade
* **Goal**: To kill and convert others
* **Motive**: To spread the cybernetic virus
* **Nemesis**: EMPs

### Blackhole Worm

* **Concept**: Space-dwelling Parasite
* **Skills**: Gravity Manipulation, Stealth
* **Frailty**: Vulnerable to High-Energy Weapons
* **Gear**: None
* **Goal**: To consume energy and matter
* **Motive**: To survive
* **Nemesis**: High-Energy Weapons

### Quantum Ghost

* **Concept**: Non-Corporeal Entity
* **Skills**: Intangibility, Invisibility
* **Frailty**: Vulnerable to Quantum Disruptors
* **Gear**: None
* **Goal**: To possess and control
* **Motive**: To manipulate the living
* **Nemesis**: Quantum Disruptors

## Locations

### United Earth Government Headquarters

* A large, imposing building located on the planet's capital city.
* It serves as the center of power for the United Earth Government and is heavily guarded by military personnel.
* Possible encounters: United Earth Government Officials, Military Personnel, Alien Diplomats

### Intergalactic Trade Organization Market

* A bustling marketplace located on the space station.
* It is a hub of commerce and trade, where alien races and factions come to buy and sell goods.
* Possible encounters: Merchants, Traders, Smugglers, Alien buyers and sellers

### Alien Collective Hive

* A massive, sprawling structure located on the outskirts of the planet's capital city.
* It serves as the home and center of power for the Alien Collective.
* Possible encounters: Alien Collective members, Alien Warriors, Alien Politicians

### Cybernetic Revolutionaries Hideout

* A secretive, underground facility located on the planet's capital city.
* It serves as the base of operations for the Cybernetic Revolutionaries.
* Possible encounters: Cybernetic Revolutionaries, Augmented Humans, Robots

### Outer Rim Pirates Lair

* A heavily fortified base located on a remote asteroid in the outer rim of the galaxy.
* It serves as the home and base of operations for the Outer Rim Pirates.
* Possible encounters: Outer Rim Pirates, Smugglers, Salvagers

### Extraterrestrial Liberation Front Camp

* A makeshift base located on a remote planet in the outer rim of the galaxy.
* It serves as the home and base of operations for the Extraterrestrial Liberation Front.
* Possible encounters: Extraterrestrial Liberation Front members, Alien refugees, Guerrilla fighters

## Adventure Seeds:

|  |  |
| --- | --- |
| D66 | Adventure |
| 11 | The United Earth Government has hired the protagonist to investigate strange activity on a remote planet, where they discover a hidden colony of the Alien Collective. |
| 12 | The protagonist is hired by the Intergalactic Trade Organization to protect a valuable cargo shipment from a group of Outer Rim Pirates. |
| 13 | The protagonist is contacted by the Extraterrestrial Liberation Front to sabotage a United Earth Government research facility studying alien technology. |
| 14 | The protagonist must navigate treacherous politics when they is hired by rival factions to retrieve valuable information from a derelict space station. |
| 15 | The protagonist is hired to investigate strange signals coming from deep space, leading them to a long-lost civilization and valuable technology. |
| 16 | The protagonist is hired by the Cybernetic Revolutionaries to infiltrate a United Earth Government facility and steal advanced technology. |
| 21 | The protagonist must rescue a kidnapped scientist from the Alien Collective, who holds the key to a new energy source. |
| 22 | The protagonist must stop a rogue AI from destroying a space station, while also dealing with competing factions wanting to claim the AI for themselves. |
| 23 | The protagonist is hired to escort a colony ship to a new planet, but things take a dangerous turn when they come under attack by Outer Rim Pirates. |
| 24 | The protagonist is sent on a secret mission by the United Earth Government to infiltrate a rival faction and gather intelligence. |
| 25 | The protagonist must stop a group of cybernetically enhanced criminals from stealing valuable technology from a research facility. |
| 26 | The protagonist must navigate a dangerous asteroid field to retrieve valuable resources for a mining company, while also dealing with rival mining vessels. |
| 31 | The protagonist is sent on a diplomatic mission to negotiate with a reclusive alien race, but things take a turn for the worse when a rival faction intervenes. |
| 32 | The protagonist is hired to search for a lost research vessel, but they soon discover that the crew has been taken by a hostile alien race. |
| 33 | The protagonist is sent on a covert mission to sabotage a rival faction's space station, but they soon discover that the station is being used as a base for Outer Rim Pirates. |
| 34 | The protagonist must help a colony under attack by a hostile alien race, while also dealing with rival factions vying for control of the planet. |
| 35 | The protagonist is sent on a rescue mission to save a group of scientists from a rival faction who have been taken hostage by a hostile alien race. |
| 36 | The protagonist is hired to test a new prototype ship, but things take a dangerous turn when the ship is hijacked by a rival faction. |
| 41 | The protagonist is sent on a mission to sabotage a rival faction's mining operations on a distant planet. |
| 42 | The protagonist must navigate a dangerous nebula to retrieve valuable resources, while also dealing with rival factions vying for control of the isa. |
| 43 | The protagonist is sent on a secret mission to retrieve a valuable artifact from a rival faction's space station. |
| 44 | The protagonist is hired by the Intergalactic Trade Organization to investigate strange activity at a remote mining colony on the outskirts of the galaxy. Upon arriving, they discover the colony has been taken over by a group of Outer Rim Pirates. The protagonist must fight their way through the pirate defenses and retake the colony before the pirates can extract valuable resources and sell them on the black market. |
| 45 | The protagonist is approached by a member of the Extraterrestrial Liberation Front who needs their help rescuing a group of their comrades who were captured by the United Earth Government. The protagonist must infiltrate a heavily guarded UEG prison facility and free the prisoners while avoiding detection by the guards. |
| 46 | The protagonist is contacted by a representative of the Alien Collective who needs their help investigating a mysterious energy signature coming from a nearby planet. The protagonist must travel to the planet and discover a hidden facility run by a rogue faction of the Cybernetic Revolutionaries who are conducting dangerous experiments with the energy source. |
| 51 | The protagonist is hired by a wealthy individual to recover a valuable artifact that was lost on a deserted planet. However, upon arriving, they discover that the planet is inhabited by a hostile alien race and must navigate through their territory and fend off attacks while searching for the artifact. |
| 52 | The protagonist is contracted by a rival faction to sabotage a United Earth Government research facility studying a new form of energy. The protagonist must infiltrate the facility, gather intelligence, and disrupt the research before the UEG can gain an advantage. |
| 53 | The protagonist is hired by a group of colonists to defend their new settlement from raids by Outer Rim Pirate ships. The protagonist must set up defenses and repel the pirate attacks while also trying to figure out where the pirates are getting their information about the colony's location. |
| 54 | The protagonist is approached by a member of the Extraterrestrial Liberation Front who needs their help in rescuing a group of aliens who are being held captive by a mining corporation on a distant planet. The protagonist must infiltrate the corporation's mining facility and free the aliens while also gathering evidence of the corporation's illegal practices. |
| 55 | The protagonist is hired by the Alien Collective to retrieve a stolen alien artifact from a group of Outer Rim Pirates. The protagonist must track down the pirates and retrieve the artifact before it can be sold on the black market. |
| 56 | The protagonist is contracted by a rival faction to sabotage a Cybernetic Revolutionary research facility studying a new form of artificial intelligence. The protagonist must infiltrate the facility, gather intelligence, and disrupt the research before the Cybernetic Revolutionaries can gain an advantage. |
| 61 | The protagonist is hired by a wealthy individual to escort a valuable cargo shipment through dangerous territory controlled by Outer Rim Pirates. The protagonist must navigate through the pirate-controlled areas and protect the cargo while also trying to figure out who is leaking information to the pirates. |
| 62 | The protagonist is hired by the United Earth Government to investigate a distress signal coming from a remote planet on the edge of the galaxy. Once they arrive, they discover that the colony has been overrun by hostile alien creatures and must find a way to survive while they repair their ship and call for help. |
| 63 | The protagonist is on a routine cargo run when they are ambushed by a group of Outer Rim Pirates. They must fight to defend their ship and cargo while also trying to outsmart the pirates and make a daring escape. |
| 64 | The protagonist is hired by the Intergalactic Trade Organization to infiltrate a rival faction and gather information on their plans and operations. The protagonist must navigate the dangerous political landscape and avoid detection while they complete their mission. |
| 65 | The protagonist is hired by the Extraterrestrial Liberation Front to rescue a group of hostages being held by the United Earth Government on a distant planet. The protagonist must navigate the hostile planet and avoid detection while they plan and execute a daring rescue mission. |
| 66 | The protagonist is on a survey mission when they come across a strange alien structure on a remote planet. They must explore the structure and uncover its secrets while also dealing with the hostile alien creatures that guard it. |

# Superheroes Adventure Pack

## Setting Information

* The setting is a modern-day world where individuals with extraordinary abilities, known as "superheroes," exist and operate.
* The time period is the present day.
* Locations may include major cities, secret hideouts and bases, and potentially other dimensions or realms.
* Cultural and historical details may include the history and development of the superhero community and the societal impact of their existence.
* Themes may include the use and abuse of power, the responsibility that comes with being a superhero, and the challenges of maintaining a secret identity.

## Character Traits

### Concepts

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Alien Warrior | Gadgeteer Genius | Time-Traveler | Shape-Shifter | Ghostly Avenger | Elemental Force |
| 2 | Super Soldier | Mind-Controller | Speedster | Energy Manipulator | Vampire Hunter | Super Spy |
| 3 | Robot Hero | Martial Artist | Elemental Mage | Demon Hunter | Supernatural Hunter | Cyberpunk Hero |
| 4 | Detective | Warrior | Healer | Trickster | Summoner | Shapeshifter |
| 5 | Protector | Avenger | Seeker | Guardian | Adept | Enchanter |
| 6 | Illusionist | Necromancer | Supernatural Diviner | Cosmic Guardian | Techno-Wizard | Pyromancer |

### Skills

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| D66 | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Super Strength | Flight | Super Speed | Invisibility | Super Intelligence | Healing Factor |
| 2 | Energy Manipulation | Super Durability | Shape-Shifting | Telekinesis | Teleportation | Super Senses |
| 3 | Energy Projection | Force Field Generation | Time Manipulation | Weather Manipulation | Elemental Manipulation | Duplication |
| 4 | Size Alteration | Animal Mimicry | Mind Control | Illusion Creation | Reality Warping | Immortality |
| 5 | Energy Absorption | Super Agility | Super Stamina | Self-Sustenance | Super Jump | Invulnerability |
| 6 | Super Breath | Super Hearing | Super Sight | Super Smell | Super Taste | Super Touch |

### Frailties

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| D66 | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Arrogance | Addiction | Self-doubt | Anger issues | Greed | Obsession |
| 2 | Jealousy | Impulsiveness | Fear of failure | Fear of loss | Fear of rejection | Fear of vulnerability |
| 3 | Pride | Secret identity | Lack of control | Lack of trust | Lack of confidence | Lack of empathy |
| 4 | Lack of discipline | Lack of focus | Lack of responsibility | Lack of self-control | Lack of self-awareness | Lack of self-esteem |
| 5 | Lack of self-worth | Lack of understanding | Lack of foresight | Lack of patience | Lack of perspective | Lack of wisdom |
| 6 | Lack of humility | Lack of compassion | Lack of generosity | Lack of grace | Lack of gratitude | Lack of integrity |

### Gear

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| D66 | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Utility Belt | Cape | Mask | Body Armor | Goggles | Gloves |
| 2 | Boots | Wristbands | Belt Buckle | Ring | Necklace | Earrings |
| 3 | Bracelet | Brooch | Tiara | Pendant | Anklet | Locket |
| 4 | Cufflinks | Pin | Scarf | Wand | Scepter | Jetpack |
| 5 | Wings | Teleportation Device | Time Travel Device | Invisibility Cloak | Force Field Generator | Power Ring |
| 6 | Energy Blaster | EMP Generator | Solar Cannon | Gravity Gun | Black Hole Generator | Quantum Entangler |

## Special Rules

* **Superpowers**: If the hero's superpower is consistent with the context of the situation in which it is used, it provides an automatic benefit 1 time per day. The answer is automatically "Yes, and..." without the :need to consult the oracle.
* **Hero Points**: The Protagonist starts the adventure with 3 Hero Points. He can spend one to roll again an unfavorable result, or to roll with advantage regardless of the disadvantages in the scene. Points are restored after a long rest (at the beginning of the next adventure).

## Factions

### The Truth Coalition

* **Concept:** Legendary Superheroes
* **Skills:** Leadership, Superpower Control
* **Frailty:** Public Pressure
* **Gear:** Utility Belt, Justice League Communicator
* **Goal:** Protect the Earth from all threats
* **Motive:** To uphold justice and peace
* **Nemesis:** Voluptuous, Exterminator

### The Vindicators

* **Concept:** Earth's Mightiest Heroes
* **Skills:** Teamwork, Combat Training
* **Frailty:** Infighting
* **Gear:** Shield, Utility Belt
* **Goal:** Defend the Earth from all threats
* **Motive:** To protect innocent lives
* **Nemesis:** Timber, Captain Darkness

### The Marvelous

* **Concept:** Mutants Fighting for Equality
* **Skills:** Superpower Control, Combat Training
* **Frailty:** Discrimination
* **Gear:** X-Men Uniform, Cerebro
* **Goal:** To create a world where mutants and humans can live together in peace
* **Motive:** To fight for the rights of mutants
* **Nemesis:** Micros, Meltdown

### Blooming Champions

* **Concept:** Young Heroes in Training
* **Skills:** Leadership, Superpower Control
* **Frailty:** Lack of Experience
* **Gear:** Utility Belt, Titans Communicator
* **Goal:** To protect the Earth from all threats
* **Motive:** To become the next generation of heroes
* **Nemesis:** Blackstriker, The Annihilator

### The Annihilators

* **Concept:** Supervillains united
* **Skills:** Leadership, Superpower Control
* **Frailty:** In-fighting
* **Gear:** Utility Belt, Legion Communicator
* **Goal:** To conquer the world
* **Motive:** Power and control
* **Nemesis:** The Truth Coalition, Blooming Champions

### Supervillains United

* **Concept:** Criminal Masterminds
* **Skills:** Leadership, Superpower Control
* **Frailty:** Secret Identities
* **Gear:** Utility Belt, Secret Society Communicator
* **Goal:** To conquer the world
* **Motive:** Power and control
* **Nemesis:** The Vindicators, The Marvelous

## NPCs

### Captain Nova

* **Concept:** Cosmic Superhero
* **Skills:** Superpower Control, Leadership
* **Frailty:** Loneliness
* **Gear:** Nova Helmet, Starblaster
* **Goal:** To protect the galaxy from threats
* **Motive:** To serve and protect all life
* **Nemesis:** Starblight, The Conqueror

### The Crimson Crusader

* **Concept:** Wealthy Superhero
* **Skills:** Wealth Management, Leadership
* **Frailty:** Arrogance
* **Gear:** Crimson Crusader Suit, Utility Belt
* **Goal:** To fight crime and protect the innocent
* **Motive:** To use his wealth and resources to make a difference
* **Nemesis:** The Baron, Blackout

### The Shadow

* **Concept:** Stealthy Superhero
* **Skills:** Stealth, Combat Training
* **Frailty:** Secret Identity
* **Gear:** Shadow Suit, Smoke Pellets
* **Goal:** To bring criminals to justice
* **Motive:** To use his abilities to make a difference
* **Nemesis:** The Wraith, The Specter

### The Brainiac

* **Concept:** Genius Superhero
* **Skills:** Intelligence, Technology
* **Frailty:** Emotional Detachment
* **Gear:** Utility Belt, Brainiac's Helmet
* **Goal:** To use his intelligence for the betterment of mankind
* **Motive:** To use his intelligence to solve problems
* **Nemesis:** The Mad Scientist, The Thinker

### The Tempest

* **Concept:** Weather-based Superhero
* **Skills:** Weather Control, Combat Training
* **Frailty:** Temperament
* **Gear:** Tempest Suit, Stormbringer
* **Goal:** To protect the Earth from natural disasters
* **Motive:** To use his abilities to make a difference
* **Nemesis:** The Storm King, The Tempestuous

### The Phoenix

* **Concept:** Fire-based Superhero
* **Skills:** Fire Control, Combat Training
* **Frailty:** Arrogance
* **Gear:** Phoenix Suit, Firebird
* **Goal:** To protect the Earth from threats
* **Motive:** To use his abilities to make a difference
* **Nemesis:** The Inferno, The Blaze

## Enemies

### The Disintegrator

* **Concept:** Superpowered Criminal
* **Skills:** Superpower Control, Combat Training
* **Frailty:** Arrogance
* **Gear:** Energy Blaster, Force Field Generator
* **Goal:** To become the most powerful criminal in the world
* **Motive:** Power and wealth
* **Nemesis:** The Truth Coalition

### The Mindbender

* **Concept:** Psychic Supervillain
* **Skills:** Telepathy, Illusion Casting
* **Frailty:** Mental Instability
* **Gear:** Psychic Amplifier, Illusion Generator
* **Goal:** To control the minds of the entire world
* **Motive:** Power and control
* **Nemesis:** The Vindicators

### The Storm

* **Concept:** Weather-Controlling Supervillain
* **Skills:** Weather Control, Combat Training
* **Frailty:** Dependence on technology
* **Gear:** Weather Control Device, Energy Blaster
* **Goal:** To become the ruler of the world's weather
* **Motive:** Power and control
* **Nemesis:** The Marvelous

### The Mechanic

* **Concept:** Technologically-Enhanced Supervillain
* **Skills:** Robotics, Cybernetics
* **Frailty:** Overreliance on technology
* **Gear:** Exo-Suit, Energy Blaster
* **Goal:** To become the most powerful being in the world
* **Motive:** Power and control
* **Nemesis:** Blooming Champions

### The Devourer

* **Concept:** Superpowered Alien
* **Skills:** Superpower Control, Combat Training
* **Frailty:** Hunger for energy
* **Gear:** Energy Absorption Device, Force Field Generator
* **Goal:** To consume all energy in the world
* **Motive:** Survival
* **Nemesis:** The Annihilators

### The Infector

* **Concept:** Superpowered Parasite
* **Skills:** Superpower Control, Infection
* **Frailty:** Dependence on hosts
* **Gear:** Infection Glands, Camouflage
* **Goal:** To infect and control all life on Earth
* **Motive:** Survival
* **Nemesis:** Supervillains United

## Locations

### Metropia

* A bustling metropolis that serves as the main hub of activity in the game's setting.
* It is home to a diverse population of humans and mutants, as well as a variety of businesses and organizations.

### Jiston City

* A gritty and crime-ridden city, known for its corrupt government and powerful criminal underworld.
* It is home to a number of notorious super villains.

## Central City

* The most famous city in the world, known for its iconic skyline and cultural diversity.
* It is a major center of commerce and industry, as well as a hotbed of superhero activity.

### The Harmony Post

* A major newspaper and media conglomerate, known for its in-depth coverage of the world of superheroes and super villains.
* It serves as a hub of information and intelligence for the heroes of the game's setting.

### The Vortex Island

* The headquarters of the Truth Coalition, it is a state-of-the-art facility that serves as a base of operations for the world's greatest heroes.
* It is equipped with advanced technology and resources to aid in the fight against crime and evil.

### The Crimson Castle

* A school for young mutants, founded by Agent Red Crane.
* It serves as a sanctuary and training ground for the next generation of mutants, and is also home to the Marvelous, a team of mutant heroes.

## Adventure Seeds

|  |  |
| --- | --- |
| D66 | Adventure |
| 11 | The Truth Coalition receives a distress signal from a distant planet, where an alien invasion threatens to wipe out all life. The protagonist must travel to the planet and stop the invasion. |
| 12 | A powerful artifact, said to grant immense power to its wielder, has been discovered in an ancient temple. The Vindicators must retrieve the artifact before it falls into the hands of a dangerous supervillain. |
| 13 | The Marvelous receive a distress call from a mutant community under attack by a group of anti-mutant extremists. The protagonist must defend the community and bring the extremists to justice. |
| 14 | A group of young protagonist in training, the Blooming Champions, stumble upon a plot to release a dangerous new weapon onto the streets of Metropia. They must stop the weapon's release and apprehend the villains behind it. |
| 15 | The Annihilators launch a massive attack on the city, with the goal of conquering it. The protagonist must stop the attack and bring the villains to justice. |
| 16 | The Supervillains United have kidnapped a prominent scientist, whose research could give them an edge in their quest for world domination. The protagonist must rescue the scientist and thwart the villains' plans. |
| 21 | The city of Jiston is under attack by a giant monster, and the protagonist must stop it before it destroys the city. |
| 22 | The protagonist is asked to investigate a mysterious energy source that has been detected on an uncharted planet. |
| 23 | A new super-powered individual has appeared in the city and is causing destruction. The protagonist must stop them before they cause more harm. |
| 24 | The protagonist must stop a powerful super-villain who has threatened to destroy the city if their demands are not met. |
| 25 | The protagonist is asked to investigate a series of strange disappearances that have occurred in the city. |
| 26 | The protagonist must stop a group of super-villains who have teamed up to carry out a massive heist. |
| 31 | The protagonist must stop a rogue agent of a secret government organization who has stolen classified information. |
| 32 | The protagonist must stop a powerful alien invasion that threatens to destroy the city. |
| 33 | The protagonist must stop a super-villain who has taken hostages in order to make demands. |
| 34 | The protagonist must stop a group of super-villains who have infiltrated a major corporation in order to steal valuable technology. |
| 35 | A new super villain calling himself "The Annihilator" has surfaced in Metropia, causing destruction and chaos throughout the city. The protagonist must stop him before he can cause any more damage. |
| 36 | A group of powerful mutants have been kidnapped by a secret organization with unknown motives. The protagonist must track down the kidnappers and rescue the mutants before it's too late. |
| 41 | The evil genius Dr. X has created a new weapon that could destroy the world, and the protagonist must race against time to stop him before he can use it. |
| 42 | A group of powerful super villains have joined forces to take over Jiston City, and the protagonist must band together to stop them. |
| 43 | A criminal organization known as the Secret Society is planning a major heist, and the protagonist must stop them before they can carry out their plans. |
| 44 | The Jiston City Police Department is overwhelmed by the number of super-powered criminals, and the protagonist must step in to lend a hand. |
| 45 | A dangerous new drug known as "Super Juice" has hit the streets of Metropia, granting users temporary superpowers at the cost of their health and sanity. The protagonist must stop the distribution of the drug and find out who is behind its creation. |
| 46 | The city is under attack by a giant monster, and the protagonist must use their powers to stop it before it can cause any more destruction. |
| 51 | A powerful and mysterious figure known only as "The Shadow" has been causing trouble in Central City, and the protagonist must uncover his true identity and stop him. |
| 52 | A group of super villains have broken into The Vortex Island and stolen important information, and the protagonist must track them down and retrieve the stolen data. |
| 53 | A young mutant has been kidnapped by a group of anti-mutant extremists, and the protagonist must rescue him before it's too late. |
| 54 | The Crimson Castle is under attack by a group of super-powered mercenaries, and the protagonist must defend the school and its students. |
| 55 | The city is in danger from a massive natural disaster, and the protagonist must work together to save as many lives as possible. |
| 56 | A group of super villains have taken hostages in a downtown building, and the protagonist must infiltrate the building and rescue the hostages. |
| 61 | A group of superpowered criminals, led by a mysterious figure known as "The Conductor," have been causing chaos in Metropia. The protagonist must uncover the Conductor's true identity and stop their nefarious plans before it's too late. |
| 62 | The Vindicators have received a distress call from Jiston City, where a powerful new villain known as "The Tempest" has taken control of the city's government and is using their powers to terrorize the citizens. The protagonist must infiltrate the city and take down the Tempest before they can solidify their hold on the city. |
| 63 | A powerful artifact, said to grant immense power to whoever possesses it, has been discovered in Central City. However, several factions have set their sights on obtaining it, and the protagonist must navigate through the web of lies and deception to claim the artifact before it falls into the wrong hands. |
| 64 | The Harmony Post has uncovered evidence of a sinister conspiracy involving several of Metropia's most prominent business leaders. The protagonist must investigate and gather evidence to expose the truth and bring the conspirators to justice. |
| 65 | The Vortex Island comes under attack by a powerful alien race, determined to retrieve a valuable piece of technology stored within. The protagonist must defend the island and prevent the aliens from getting their hands on the technology at all costs. |
| 66 | The Crimson Castle is infiltrated by a group of anti-mutant activists, who are determined to rid the world of mutants. The protagonist must work together to protect the students and staff of the school and put an end to the activists' plans. |

# Crime Adventure Pack

editing and contributions by Alessio Serini

## Setting Information

* The Crime Adventure Pack can be set in modern times or in any time period that supports a criminal underworld.
* The location could be a sprawling metropolis with a thriving criminal underworld or a smaller city with a more contained criminal element. The setting could also be a rural area with a history of organized crime.
* The cultural and historical details could reflect the criminal activity and the state of law enforcement in the area. For example, the setting could be influenced by the prohibition era, organized crime in the 1920s and 1930s, or the rise of street gangs in the late 20th century.
* The criminal underworld could be made up of various organized crime syndicates, street gangs, and individual criminals. These groups could be in competition with one another or could be working together towards a common goal.
* The state of law enforcement in the setting is an important aspect to consider. Are the police overworked and underfunded, struggling to keep up with the criminal element? Or are they well-equipped and well-trained, making it difficult for criminals to operate without getting caught?

## Character Traits

### Concepts

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Crooked Cop | Smuggler | Criminal Mastermind | Hired Gun | Mafia Boss | Con Artist |
| 2 | Detective | Terrorist | Drug Lord | Hitman | Enforcer | Thief |
| 3 | Private Eye | Forger | Witty Swindler | Witness | Money Launderer | Police Officer |
| 4 | Undercover Agent | Burglar | Arms Dealer | Mercenary | Vigilante | Pickpocket |
| 5 | Bail Bondsman | Bank Robber | Counterfeiter | Veteran | Smuggling Syndicate Leader | Harlot |
| 6 | Corrupt Judge | Safe Cracker | Human Trafficker | Serial Killer | Gang Leader | Drug Addict |

### Skills

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Sneaking | Firearms | Intimidation | Streetwise | Driving | Tactics |
| 2 | Interrogation | Forensics | Pickpocketing | Tracking | Deep Knowledge (choose) | Seduction |
| 3 | Law | Demolition | Paramedics | Deception | Parkour | Martial Arts |
| 4 | Forgery | Poisoning | Knife Fighting | Surveillance | Lockpicking | Disguise |
| 5 | Climbing | Escape Artist | Sharpshooting | Underworld Connections | Piloting | Criminology |
| 6 | Infiltration | Hacking | Web Surfing | Fraud | Accounting | Stealth |

### Frailties

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Paranoia | Greed | Short Temper | Cowardice | Impulsiveness | Thrillseeker |
| 2 | Obsessiveness | Dishonesty | Arrogance | Vengefulness | Devoted to Justice | Bad Reputation (why) |
| 3 | Self-Doubt | Secretiveness | Egoism | Deception | Hypochondria | Betrayal |
| 4 | Egomania | Phobia (choose) | Sadism | Envy | Overconfidence | Irresponsibility |
| 5 | Intolerance | Sociopathy | Nervousness | Violent | Casual Killer | Mental Illness (choose) |
| 6 | Dependence (choose) | Instable | Code against Killing | Fearfulness | Arrogance | Idiosyncracy (choose) |

### **Gear**:

Equipment Items

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Lockpicking set | Handgun | Rope and Grappling hook | Night-vision goggles | Silenced pistol | Cash |
| 2 | Fake ID | Bugs | Utility Belt | Binoculars | Assault Rifle | Illegal Drug (choose) |
| 3 | Tactical flashlight | Shotgun | Bulletproof vest | First aid kit | Demolition Kit | Taser |
| 4 | Wire cutters | Submachine gun | Microcamera | Long-Range Listening Device | Fake police badge | Pepper spray |
| 5 | Fake passport | Disguise Kit | Hand Grenade (choose) | Bug Detector | Mini-Recorder | Billy |
| 6 | Car jacking kit | Sniper rifle | Handcuffs | Sharp Weapon (choose) | Crime Scene Kit | Brass knuckles |

## Special Rules:

### Heat

* The protagonist must manage the heat they generate from their criminal activities, which can attract the attention of law enforcement and rival criminal organizations.
* Ask a closed question based on the roll result to determine the outcome of the interaction:

1. "No and": You fail to avoid the attention of law enforcement and your criminal activities become known to a rival organization.
2. "No": You fail to keep your criminal activities a secret, attracting the attention of law enforcement.
3. "No but": You avoid the attention of law enforcement, but your criminal activities are discovered by a rival organization.
4. "Yes but": You are able to keep your criminal activities a secret, but only by taking measures that attract the attention of rival organizations.
5. "Yes": You are able to keep your criminal activities a secret and avoid the attention of both law enforcement and rival organizations.
6. "Yes and": You are able to keep your criminal activities a secret and gain the favor of both law enforcement and rival organizations.

### Influence

The protagonist must build and maintain relationships with other criminals, politicians, and law enforcement officials to gain information, favors, and protection.

#### Building Relationships

* When trying to build a relationship with a criminal organization, ask a closed question. On a result of:
  1. "No and": The relationship takes a turn for the worse, and they become hostile towards you.
  2. "No": The relationship remains unchanged, and you do not make any progress.
  3. "No but": The relationship remains unchanged, but you gather some information about them.
  4. "Yes but": You make some progress in building the relationship, but it requires more effort on your part.
  5. "Yes": You successfully build the relationship, and they become more willing to work with you.
  6. "Yes and": Not only do you build the relationship, but they also offer you a favor or valuable information.

#### Maintaining Relationships

* When trying to maintain a relationship with a criminal organization, ask a closed question. On a result of:
  1. "No and": The relationship takes a turn for the worse, and they become hostile towards you.
  2. "No": The relationship remains unchanged, and you do not make any progress.
  3. "No but": The relationship remains unchanged, but you gather some information about them.
  4. "Yes but": You manage to maintain the relationship, but it requires more effort on your part.
  5. "Yes": You successfully maintain the relationship, and they continue to work with you.
  6. "Yes and": Not only do you maintain the relationship, but they also offer you a favor or valuable information.

#### Gaining Information

* When trying to gain information from a criminal organization, ask a closed question. On a result of:
  1. "No and": The relationship takes a turn for the worse, and they become hostile towards you.
  2. "No": You do not receive any information.
  3. "No but": You do not receive any information, but you gather some insight into their operations.
  4. "Yes but": You receive some information, but it is limited and requires further investigation.
  5. "Yes": You receive valuable information that can aid in your criminal activities.
  6. "Yes and": Not only do you receive valuable information, but they also offer you a favor or protection.

### Interrogation

* When attempting to extract information from a suspect, witness, or informant, the protagonist must make a roll using their negotiation, intimidation, or investigation skills.
* Then ask a closed question based on the roll result to determine the outcome of the interaction:
  1. "No and": The target refuses to cooperate and their resolve is strengthened.
  2. "No": The target refuses to cooperate.
  3. "No but": The target refuses to cooperate, but offers some limited information.
  4. "Yes but": The target cooperates, but with reluctance and under duress.
  5. "Yes": The target cooperates willingly.
  6. "Yes and": The target not only cooperates, but is also willing to offer additional information or assistance.

## Factions

### The Syndicate

* **Concept**: Corrupt Network
* **Skills**: Intimidation, Smuggling
* **Frailty**: Greed
* **Gear**: Black Book, Silenced Pistol
* **Goal**: Control all criminal activities in the city
* **Motive**: Profit and power
* **Nemesis**: The Police Department

### The Police Department

* **Concept**: Law Enforcement
* **Skills**: Investigation, Shootout
* **Frailty**: Corruption
* **Gear**: Badge, Handcuffs
* **Goal**: Maintain law and order
* **Motive**: Duty and justice
* **Nemesis**: The Syndicate

### The Underground

* **Concept**: Street Gang
* **Skills**: Streetwise, Theft
* **Frailty**: Violence
* **Gear**: Switchblade, Graffiti Can
* **Goal**: Dominate the streets
* **Motive**: Territory and respect
* **Nemesis**: Rival Gangs

### The Politicians

* **Concept**: Power Brokers
* **Skills**: Diplomacy, Lobbying
* **Frailty**: Greed
* **Gear**: Briefcase, Business Card
* **Goal**: Control the city through politics
* **Motive**: Wealth and influence
* **Nemesis**: Whistleblowers

### The Journalists

* **Concept**: Watchdogs
* **Skills**: Research, Writing
* **Frailty**: Curiosity
* **Gear**: Notepad, Camera
* **Goal**: Expose corruption
* **Motive**: Truth and justice
* **Nemesis**: The Politicians

### The Mob

* **Concept**: Organized Crime
* **Skills**: Extortion, Money Laundering
* **Frailty**: Loyalty
* **Gear**: Baseball Bat, Envelope of cash
* **Goal**: Run the city's illegal businesses
* **Motive**: Profit and power
* **Nemesis**: The Police Department

## NPCs

### Detective Michael Stone

* **Concept**: Experienced Detective
* **Skills**: Interrogation, Investigation
* **Frailty**: Corruptible
* **Gear**: Handgun, Police Radio
* **Goal**: To solve the case and bring the criminal to justice
* **Motive**: To protect and serve the community
* **Nemesis**: Criminal Organizations

### Kingpin Frank Blackwood

* **Concept**: Ruthless Kingpin
* **Skills**: Intimidation, Networking
* **Frailty**: Paranoid
* **Gear**: Luxury Car, Bodyguards
* **Goal**: To expand his criminal empire and accumulate wealth and power
* **Motive**: To be respected and feared by all
* **Nemesis**: Law Enforcement and Rival Kingpins

### Informant Lily Johnson

* **Concept**: Skittish Informant
* **Skills**: Streetwise, Sneaking
* **Frailty**: Addicted
* **Gear**: Cell Phone, Fake ID
* **Goal**: To stay alive and get out of the criminal underworld
* **Motive**: To protect herself and her loved ones
* **Nemesis**: Criminal Organizations and Corrupt Officials

### Smuggler Nick Carter

* **Concept**: Experienced Smuggler
* **Skills**: Piloting, Disguise
* **Frailty**: Greedy
* **Gear**: Airplane, Fake Passports
* **Goal**: To make as much money as possible by trafficking illegal goods
* **Motive**: To live a life of luxury and adventure
* **Nemesis**: Customs Officials and Interpol Agents

### Hacker Daisy Rogers

* **Concept**: Tech-Savvy Hacker
* **Skills**: Computer Science, Cryptography
* **Frailty**: Arrogant
* **Gear**: Laptop, Encrypted USB Drive
* **Goal**: To use her skills for personal gain and to cause chaos
* **Motive**: To prove that she is the best and most powerful hacker
* **Nemesis**: Law Enforcement and Cybersecurity Experts

### Arms Dealer Max Sterling

* **Concept**: Skilled Arms Dealer
* **Skills**: Negotiation, Marksmanship
* **Frailty**: Impulsive
* **Gear**: Pistol, Satchel of Cash
* **Goal**: To sell weapons to anyone willing to pay the right price
* **Motive**: To make a quick profit and live a life of luxury
* **Nemesis**: Law Enforcement and Antiterrorism Units

## Foes

### Corrupt Cop

* **Concept**: Dirty Lawman
* **Skills**: Intimidation, Investigation
* **Frailty**: Greed
* **Gear**: Handcuffs, Badge
* **Goal**: Maintain Power
* **Motive**: Personal Gain
* **Nemesis**: Honest Cop

### Drug Lord

* **Concept**: Narcotics Kingpin
* **Skills**: Leadership, Negotiation
* **Frailty**: Arrogance
* **Gear**: Gun, Money
* **Goal**: Expand Empire
* **Motive**: Money
* **Nemesis**: DEA Agent

### Hitman

* **Concept**: Professional Killer
* **Skills**: Stealth, Marksmanship
* **Frailty**: Empathy
* **Gear**: Silenced Pistol, Switchblade
* **Goal**: Complete Contract
* **Motive**: Money
* **Nemesis**: Target's Bodyguard

### Smuggler

* **Concept**: Illegal Importer
* **Skills**: Piloting, Navigation
* **Frailty**: Cowardice
* **Gear**: Plane, Fake Passport
* **Goal**: Complete Delivery
* **Motive**: Money
* **Nemesis**: Customs Agent

### Thief

* **Concept**: Skilled Burglar
* **Skills**: Stealth, Pickpocketing
* **Frailty**: Greed
* **Gear**: Lockpicks, Flashlight
* **Goal**: Acquire Valuables
* **Motive**: Personal Gain
* **Nemesis**: Security Guard

### White Collar Criminal

* **Concept**: Corporate Con Artist
* **Skills**: Deception, Accounting
* **Frailty**: Arrogance
* **Gear**: Business Suit, Laptop
* **Goal**: Commit Fraud
* **Motive**: Personal Gain
* **Nemesis**: Fraud Investigator

## Locations

### The Abandoned Warehouse

* A decrepit, sprawling complex of crumbling brick and rusted metal that once served as a storage facility for a long-defunct shipping company.
* Possible encounters: Homeless Squatters, Scrappers, Smugglers, Criminal Gangs

### The Docks

* A bustling hub of cargo ships, fishing boats, and other vessels that line the piers and loading docks.
* Possible encounters: Dock Workers, Seafarers, Smugglers, Police Patrols

### The Slums

* A sprawling network of shoddy, makeshift housing structures that are home to the poorest and most desperate members of society.
* Possible encounters: Homeless Squatters, Junkies, Thugs, Outlaws

### The Underworld

* A secret network of underground tunnels, hideouts, and criminal lairs where the most dangerous elements of society operate.
* Possible encounters: Smugglers, Criminal Gangs, Human Traffickers, Assassin's Guilds

### The Government Building

* A imposing, skyscraping edifice that serves as the seat of political power in the city.
* Possible encounters: Bureaucrats, Police Officers, Politicians, Spies

### The High-Rise District

* A network of luxurious, towering skyscrapers where the wealthy and influential members of society reside.
* Possible encounters: Business Tycoons, Socialites, Politicians, Private Security Forces

## Adventure Seeds

|  |  |
| --- | --- |
| D66 | Adventure |
| 11 | The protagonist involuntarily witnesses a gangland execution. |
| 12 | The protagonists must infiltrate a high-security prison to rescue a valuable informant. |
| 13 | A powerful criminal organization hires the protagonist to sabotage a rival gang's operations. |
| 14 | The protagonist is hired to protect a wealthy businessman during a dangerous trade negotiation. |
| 15 | The protagonist is on the trail of a notorious serial killer. |
| 16 | The protagonist is tasked with retrieving valuable information from a corrupt government official. |
| 21 | The protagonist is accused of a murder he didn’t commit. |
| 22 | The protagonist is hired to retrieve a valuable piece of technology from a rival corporation. |
| 23 | The protagonists must infiltrate a rival gang's secret headquarters to gather intelligence. |
| 24 | A wealthy collector hires the protagonist to retrieve a rare and valuable piece of art. |
| 25 | The protagonist is hired to escort a high-value target through a dangerous war-torn city. |
| 26 | A powerful criminal organization hires the protagonist to disrupt a rival gang's arms deal. |
| 31 | The protagonists must track down a rogue agent who has stolen sensitive information. |
| 32 | The protagonist is hired to escort a witness to a important trial. |
| 33 | The protagonists must infiltrate a secret government facility to retrieve classified information. |
| 34 | A wealthy collector hires the protagonist to retrieve a valuable and dangerous artifact. |
| 35 | The protagonist is hired to retrieve a stolen package from a rival gang's hideout. |
| 36 | The protagonist finds evidence accusing a crooked cop at the crime scene. |
| 41 | The character finds himself hostage in a bank robbery. |
| 42 | The protagonist is chasing a terrorist: time is running out, the bomb will explode soon. |
| 43 | The protagonists must infiltrate a rival gang's base of operations to rescue a captive ally. |
| 44 | An assassin in on protagonist’s trail: does the prey become the hunter before it’s too late? |
| 45 | The protagonist is hired to track down and capture a dangerous criminal who has escaped from prison. |
| 46 | The protagonists must retrieve a stolen shipment of valuable weapons before it falls into the wrong hands. |
| 51 | The protagonist is hired to protect a wealthy philanthropist during a dangerous public event. |
| 52 | The protagonist wakes up in an unknown apartment with no memory of recent events and his hands covered in blood. Someone is knocking on the door… |
| 53 | The protagonist is hired to rescue a valuable hostage from a dangerous and hostile urban environment. |
| 54 | The protagonists must retrieve a valuable shipment of goods from a rival gang's hideout. |
| 55 | One of the team members has been captured/threatened/ransomed/held hostage/used as leverage. |
| 56 | The protagonists must infiltrate a rival gang's headquarters to retrieve valuable information. |
| 61 | The protagonist is hired to escort a valuable and high-profile target through a dangerous city. |
| 62 | While you are returning home at the end of your night shift a woman in tears, injured and with ragged clothes blocks your road asking you to save her because someone wants to kill her. |
| 63 | A valuable shipment of drugs(or weapons) will arrive at the port tonight. The underworld is in turmoil, the police too. |
| 64 | The protagonists must find evidence of a notorious crime boss's involvement in the murder of a judge. |
| 65 | You are undercover agent in a large criminal organization: you’re about to conclude your mission when you discover that a mole has betrayed you. |
| 66 | The protagonists must rescue a valuable informant from a dangerous rival gang's hideout. |

# Mystery Adventure Pack

## Setting Information

* The time period is Late 19th - Early 20th century, during the golden age of detective fiction
* The location is Victorian England, with a focus on London and its criminal underworld
* The main historical event is the Industrial Revolution, which brought new advancements and technologies but also social and economic changes that affected society.
* Emphasis on detective stories, scientific investigation, and reasoning. The works of Arthur Conan Doyle and other contemporary writers heavily influenced the genre.
* Themes are: crime, mystery, suspense, and deduction, with a focus on the psychological and moral aspects of the detective and their pursuit of justice.

## Character Traits

### Concepts

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Dark Detective | Mysterious Investigator | Stealthy Sleuth | Crafty Criminologist | Resilient Rookie | Witty Whodunit |
| 2 | Sneaky Spy | Deceptive Detective | Intrepid Investigator | Ruthless Reporter | Hard-boiled Hag | Sharp-eyed Sherlock |
| 3 | Sinister Sleuth | Sly Spy | Clever Conman | Mastermind Detective | Shadowy Stalker | Quick-witted Quest |
| 4 | Inquisitive Insider | Resourceful Reporter | Inquisitive Inspector | Sneaky Sleuth | Unwavering Undercover | Professional Private Eye |
| 5 | Calculating Criminal | Intuitive Investigator | Brave Buddy | Paranormal Private Eye | Mysterious Mole | Maverick Detective |
| 6 | Stealthy Snitch | Wise Detective | Stealthy Sleuth | Canny Cop | Fearless Forensic | Pragmatic Private Eye |

### Skills

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Detective Work | Persuasion | Stealth | Research | Forensics | Interrogation |
| 2 | Pickpocketing | Driving | Acting | Con Artist | Forgery | Locksmithing |
| 3 | Tracking | Evidence Analysis | Lie Detection | Photography | Networking | Surveillance |
| 4 | Criminology | Scavenging | Intimidation | Psychological Profiling | Negotiation | Seduction |
| 5 | Intuition | Disguise | Tracking | First Aid | Streetwise | Acrobatics |
| 6 | Clue Analysis | Hand-to-Hand Combat | Demolition | Firearms | Pilot | Gambling |
| 7 | Scenario Planning | Poisoner | Thief | Diplomacy | Survival | Bribing |

### Frailties

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Paranoia | Greed | Short Temper | Cowardice | Impulsiveness | Addiction |
| 2 | Obsessiveness | Dishonesty | Arrogance | Vengefulness | Naiveness | Jealousy |
| 3 | Self-Doubt | Secretiveness | Egoism | Deception | Mischievous | Betrayal |
| 4 | Cynicism | Nervousness | Impulsiveness | Envy | Overconfidence | Shame |
| 5 | Greed | Vengefulness | Cowardice | Impulsiveness | Sadism | Obsessiveness |
| 6 | Naiveness | Impulsiveness | Dishonesty | Cowardice | Arrogance | Jealousy |

### Gear

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Magnifying Glass | Notepad & Pencil | Pocket Watch | Telescope | Camera | Binoculars |
| 2 | Poison Kit | Lockpicks | Compass | Disguise Kit | Gas Lamp | Microscope |
| 3 | Derringer | Flashlight | Gassed Cape | Handcuffs | Hidden Blade | Grappling Hook |
| 4 | Whiskey Flask | Monocle | Invisible Ink | Rope | Handcuffs | Fake Mustache |
| 5 | Umbrella | Sleeping Powder | Map | Hand Warmer | Bowler Hat | Wiretap Kit |
| 6 | Chisel | Briefcase | Trenchcoat | Gas Mask | Bullwhip | Forgery Kit |

## Special Rules

### Clues

To uncover the mystery, characters will need to gather information and piece together clues. The resolution of actions related to discovering clues will be through a closed question with the following range of possible answers:

* **"No, and.."**: The protagonist fails to discover any information or clues.
* **"No"**: The protagonist discovers a small piece of information or clue, but it's not particularly useful.
* **"No, but..."**: The protagonist discovers a piece of information or clue, but it reveals a misleading or false lead.
* **"Yes, but..."**: The protagonist discovers a piece of information or clue, but it requires further investigation or verification.
* **"Yes"**: The protagonist discovers a useful piece of information or clue that helps to progress the investigation.
* **"Yes, and..."**: The protagonist discovers multiple pieces of information or clues that significantly advance the investigation.

### Interrogation

To gather information from suspects and witnesses, characters will engage in interrogations. The resolution of actions related to questioning individuals will be through a closed question with the following range of possible answers:

* **"No, and.."**: The protagonist's line of questioning is ineffective and the suspect or witness refuses to cooperate.
* **"No"**: The protagonist's line of questioning is ineffective and the suspect or witness provides limited or unhelpful information.
* **"No, but..."**: The protagonist's line of questioning reveals a misleading or false lead.
* **"Yes, but..."**: The protagonist's line of questioning elicits useful information, but the suspect or witness is evasive or uncooperative.
* **"Yes"**: The protagonist's line of questioning elicits useful information from the suspect or witness.
* **"Yes, and..."**: The protagonist's line of questioning elicits multiple pieces of useful information from the suspect or witness.

### Alibis

To determine the whereabouts of suspects, characters will need to verify and question their alibis. The resolution of actions related to verifying alibis will be through a closed question with the following range of possible answers:

* **"No, and.."**: The protagonist is unable to verify or question the alibi and it remains unconfirmed.
* **"No"**: The protagonist is unable to verify or question the alibi, but it doesn't appear to be significant.
* **"No, but..."**: The protagonist is unable to verify or question the alibi, but it leads to a false lead.
* **"Yes, but..."**: The protagonist is able to verify or question the alibi, but it raises additional questions or suspicions.
* **"Yes"**: The protagonist is able to verify or question the alibi and it appears to be credible.
* **"Yes, and..."**: The protagonist is able to verify or question the alibi and it provides additional information that helps to advance the investigation.

### Evidence

To uncover the truth, characters will need to gather and examine physical evidence. The resolution of actions related to discovering and examining evidence will be through a closed question with the following range of possible answers:

* **"No, and.."**: The protagonist fails to gather or examine any physical evidence.
* **"No"**: The protagonist gathers or examines a small piece of physical evidence, but it's not particularly useful.
* **"No, but..."**: The protagonist gathers or examines a piece of physical evidence, but it reveals a misleading or false lead.
* **"Yes, but..."**: The protagonist gathers or examines a piece of physical evidence, but it requires further analysis or verification.
* **"Yes"**: The protagonist gathers or examines a useful piece of physical evidence that helps to progress the investigation.
* **"Yes, and..."**: The protagonist gathers or examines multiple pieces of physical evidence that significantly advance the investigation.

## Factions

### The Detectives

* **Concept**: Investigative Minds
* **Skills**: Observation, Deduction
* **Frailty**: Pride
* **Gear**: Magnifying Glass, Notepad
* **Goal**: To solve mysteries and bring criminals to justice
* **Motive:** To uphold justice and protect the innocent
* **Nemesis:** Clever criminals and corrupt politicians

### The Criminals

* **Concept**: Masterminds
* **Skills**: Deception, Street Smarts
* **Frailty**: Greed
* **Gear**: Lock Picks, Switchblade
* **Goal**: To commit crimes and profit from them
* **Motive:** To gain wealth and power
* **Nemesis:** detectives and law enforcement

### The Politicians

* **Concept**: Corrupt Officials
* **Skills**: Manipulation, Networking
* **Frailty**: Greed
* **Gear**: Briefcase, Business Card
* **Goal**: To maintain power and wealth
* **Motive:** To further their personal interests
* **Nemesis:** honest politicians and investigative journalists

### The Journalists

* **Concept**: Nosy Reporters
* **Skills**: Investigation, Persuasion
* **Frailty**: Impulsiveness
* **Gear**: Pocket Watch, Notebook
* **Goal**: To uncover the truth and report on it
* **Motive:** To expose corruption and injustices
* **Nemesis:** corrupt politicians and powerful businessmen

### The Scientists

* **Concept**: Scientific Sleuths
* **Skills**: Analysis, Experimentation
* **Frailty**: Obsessiveness
* **Gear**: Microscope, Test Tubes
* **Goal**: To use science to solve mysteries
* **Motive:** To advance knowledge and understanding
* **Nemesis:** criminals who use science for their own purposes

### The Spiritualists

* **Concept**: Mysterious Mediums
* **Skills**: Intuition, Clairvoyance
* **Frailty**: Naiveness
* **Gear**: Tarot Cards, Crystal Ball
* **Goal**: To use their spiritual abilities to solve mysteries
* **Motive:** To help the innocent and bring closure to the bereaved
* **Nemesis:** skeptics and debunkers who doubt their abilities.

## NPCs

### Captain Augustus Blackwood

* **Concept**: Disgraced Detective
* **Skills**: Sleuthing, Marksmanship
* **Frailty**: Alcoholism
* **Gear**: Flask, Revolver
* **Goal**: Redemption
* **Motive:** To clear his name and restore his reputation
* **Nemesis:** Corrupt Police Chief

### Miss Prudence Fairfax

* **Concept**: Elegant Reporter
* **Skills**: Observation, Persuasion
* **Frailty**: Vanity
* **Gear**: Notebook, Pocket Mirror
* **Goal**: Scoop of a Lifetime
* **Motive:** To uncover the truth behind a major news story and secure her place in the industry
* **Nemesis:** Intimidating Editor

### Dr. Theodore Marlowe

* **Concept**: Eccentric Pathologist
* **Skills**: Medical Science, deduction
* **Frailty**: Paranoia
* **Gear**: Scalpel, Chemical Kit
* **Goal**: Scientific Discovery
* **Motive:** To uncover the truth about a series of mysterious deaths and make a breakthrough in his field
* **Nemesis:** Suspicious Colleagues

### Ivy Addams

* **Concept**: Whispers in the Wind
* **Skills**: Infiltration, Street Smarts
* **Frailty**: Gambling Addiction
* **Gear**: Lockpicks, Dice
* **Goal**: Freedom
* **Motive:** To clear her name and avoid arrest for a crime she did not commit
* **Nemesis:** Vengeful Detective

### Mr. Jeremy Bentley

* **Concept**: Wealthy Socialite
* **Skills**: Finance, Seduction
* **Frailty**: Arrogance
* **Gear**: Wallet, Cigarette Case
* **Goal**: Power
* **Motive:** To increase his influence and control in the upper echelons of society
* **Nemesis:** Envious Rival

### Miss Margaret Sterling

* **Concept**: Fierce Suffragette
* **Skills**: Oratory, Tactics
* **Frailty**: Impulsiveness
* **Gear**: Pamphlets, Pocket Watch
* **Goal**: Women's Rights
* **Motive:** To fight for women's rights and equality in a male-dominated society
* **Nemesis:** Conservative Politician

## Foes

### The Con Artist

* **Concept**: Deceptive Salesman
* **Skills**: Persuasion, Disguise
* **Frailty**: Greed
* **Gear**: Fake ID, False Evidence
* **Goal**: To defraud victims
* **Motive:** Financial gain
* **Nemesis:** Detective

### The Smuggler

* **Concept**: Underground Trader
* **Skills**: Stealth, Negotiation
* **Frailty**: Fear of Capture
* **Gear**: Hidden Compartment, Forged Papers
* **Goal**: To profit from illegal goods trade
* **Motive:** Financial gain
* **Nemesis:** Customs Officer

### The Thief

* **Concept**: Skilled Burglar
* **Skills**: Lockpicking, Escape Artist
* **Frailty**: Arrogance
* **Gear**: Lock picks, Grappling Hook
* **Goal**: To steal valuable items
* **Motive:** Personal gain
* **Nemesis:** Private Investigator

### The Forger

* **Concept**: Deceptive Artist
* **Skills**: Mimicry, Forgery
* **Frailty**: Vanity
* **Gear**: Forged Documents, Imitation Materials
* **Goal**: To sell fake goods and pass them off as real
* **Motive:** Financial gain
* **Nemesis:** Art Investigator

### The Blackmailer

* **Concept**: Extortionist
* **Skills**: Intimidation, Research
* **Frailty**: Cowardice
* **Gear**: Hidden Recording Device, Threatening Letters
* **Goal**: To extort money from victims
* **Motive:** Financial gain
* **Nemesis:** Detective

### The Counterfeiter

* **Concept**: Duplicitous Printer
* **Skills**: Printing, Concealment
* **Frailty**: Paranoid
* **Gear**: Counterfeit Money, Inks and Paints
* **Goal**: To produce and distribute fake currency
* **Motive:** Financial gain
* **Nemesis:** Treasury Agent

## Locations

### Name: The Rusty Anchor

* A run-down tavern near the docks, known for its rough clientele and seedy reputation.
* Possible encounters: Drunken Sailor, Smuggler, Undercover Detective

### Name: The Grand Opera House

* A grand, opulent theater that is the pride of the city. It hosts a variety of plays, operas, and ballets.
* Possible encounters: Egotistical Actor, Wealthy Benefactor, Opera Singer

### Name: The Black Rose Club

* A notorious speakeasy, located in the heart of the city's red light district.
* Possible encounters: Bootlegger, Jazz Musician, Flapper

### Name: The Ironworks Factory

* A large, industrial factory that produces various metal goods. It is known for its long hours, low pay, and dangerous working conditions.
* Possible encounters: Labor Union Organizer, Factory Manager, Injured Worker

### Name: The University

* A prestigious institution of higher learning, with a focus on science, medicine, and the arts.
* Possible encounters: Professor, Graduate Student, Nobel Prize Winner

### Name: The Majestic Hotel

* A luxurious hotel that caters to the wealthy and famous. It is known for its opulent decor and excellent service.
* Possible encounters: Hotel Manager, Rich Tourist, Society Matron

## Adventure Seeds

|  |  |
| --- | --- |
| D66 | Adventure |
| 11 | A mysterious death occurs in a prominent gentleman's club, and the protagonist must interview members and search for clues to uncover the truth. |
| 12 | The protagonist is hired by a wealthy industrialist to retrieve a valuable artifact that was stolen from his home. |
| 13 | A series of bizarre burglaries have taken place across the city, and the protagonist must track down the culprit before they strike again. |
| 14 | A young woman has disappeared from a prestigious boarding school, and the protagonist must navigate the school's hierarchy to uncover the truth behind her disappearance. |
| 15 | A wealthy socialite is being blackmailed, and the protagonist is hired to discover who is behind the threats and put a stop to them. |
| 16 | A string of deadly fires have broken out across the city, and the protagonist must work with the fire department to determine the cause and prevent any further destruction. |
| 21 | A priceless painting has gone missing from a local museum, and the protagonist must navigate the complex web of collectors, curators, and art dealers to recover the stolen artwork. |
| 22 | A corrupt police officer is suspected of taking bribes and covering up crimes, and the protagonist must gather evidence to bring the truth to light. |
| 23 | A wealthy businessman is receiving threatening letters, and the protagonist must determine who is behind the threats and why. |
| 24 | A string of murders has taken place in a high-end neighborhood, and the protagonist must work with the police to track down the killer. |
| 25 | A powerful politician is being blackmailed, and the protagonist is hired to uncover the truth and put a stop to the extortion. |
| 26 | A wealthy heiress has gone missing, and the protagonist must search for clues and follow leads to find her before it's too late. |
| 31 | A string of jewel thefts have taken place at high-society events, and the protagonist must work with the local authorities to track down the thief. |
| 32 | A wealthy philanthropist is being threatened, and the protagonist is hired to discover who is behind the threats and protect their client. |
| 33 | A serial killer is on the loose, and the protagonist must work with the police to track down the murderer and bring them to justice. |
| 34 | A group of wealthy investors are being targeted by a clever con artist, and the protagonist must expose the fraud and protect their clients. |
| 35 | A wealthy collector is being blackmailed over a valuable artifact, and the protagonist must uncover the truth behind the extortion and protect their client. |
| 36 | A powerful judge is receiving threatening letters, and the protagonist must determine who is behind the threats and why. |
| 41 | A wealthy shipping magnate is being extorted over a valuable shipment, and the protagonist must work with the shipping company to uncover the truth and put a stop to the crime. |
| 42 | A prominent scientist is being threatened, and the protagonist must determine who is behind the threats and why. |
| 43 | A wealthy banker is being blackmailed, and the protagonist must work with the bank to uncover the truth behind the extortion. |
| 44 | A string of diamond thefts have taken place across the city, and the protagonist must track down the thief and recover the stolen gems. |
| 45 | A wealthy politician is being threatened, and the protagonist must determine who is behind the threats and why. |
| 46 | A wealthy industrialist is being extorted over a valuable patent, and the protagonist must uncover the truth behind the crime and protect their client. |
| 51 | A string of art thefts have taken place across the city, and the protagonist must work with the local authorities to track down the thief and recover the stolen artwork. |
| 52 | A wealthy socialite is found murdered in their penthouse apartment and the investigation leads the detectives to an underground gambling ring. |
| 53 | A string of burglaries hits the city's wealthy residents, and the detectives must track down the elusive thief before they strike again. |
| 54 | A series of strange disappearances in the city's poorest neighborhood prompts the detectives to dig deeper into the area's criminal underworld. |
| 55 | A young woman is found dead in the park and the detectives must navigate the conflicting testimonies of her friends and family to find the killer. |
| 56 | A famous painter's latest work is stolen from a prestigious art museum, and the detectives must navigate the treacherous world of art theft to retrieve it. |
| 61 | The protagonist is called to a remote estate to investigate a mysterious death, and discover a web of secrets and deceit among the wealthy and powerful residents. |
| 62 | A scientist's groundbreaking discovery is stolen and the detectives must race against time to retrieve it before it falls into the wrong hands. |
| 63 | The protagonist is tasked with investigating a series of strange disappearances at a prestigious university, and uncover a sinister plot to exploit students. |
| 64 | The protagonist is called to a wealthy neighborhood to investigate a break-in at a high-security mansion, and find themselves in the middle of a dangerous power struggle. |
| 65 | A notorious gang leader is murdered in prison and the detectives must navigate the treacherous world of organized crime to find the killer. |
| 66 | A young woman is found dead in the city's harbor, and the detectives must follow the trail of evidence to uncover the truth about |

# Horror Adventure Pack

## Setting Information

* The setting takes place in the present day, providing a sense of familiarity and realism for the protagonist.
* The location can be a small town, a city, or a remote rural area, creating a sense of isolation and vulnerability for the characters.
* The social structure is typical of modern society, with government institutions, law enforcement, and technology all playing a significant role.
* The horror genre is heavily influenced by popular movies and books, so protagonists can expect to encounter classic horror tropes and archetypes.
* Significant historical events and legends, such as the Salem witch trials or the Loch Ness Monster, can provide a backdrop of fear and superstition to the setting.

## Character Traits

### Concepts

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Paranoid Detective | Haunted Healer | Possessed Priest | Suspicious Scientist | Unstable Survivor | Corrupted Cop |
| 2 | Insane Investigator | Disturbed Doctor | Deranged Detective | Fearful Firefighter | Broken Brave | Tormented Teacher |
| 3 | Sinister Scientist | Twisted Tourist | Haunted Housewife | Cursed Coach | Traumatized Teacher | Perturbed Parent |
| 4 | Paranormal Professor | Possessed Politician | Frightened Farmer | Mangled Mechanic | Macabre Musician | Tainted Tour Guide |
| 5 | Spooked Student | Addled Athlete | Menacing Manager | Unhinged Uncle | Haunted Host | Schizophrenic Sailor |
| 6 | Deranged Driver | Agitated Artist | Frantic Fireman | Troubled Tourist | Vengeful Veterinarian | Unstable Undertaker |

### Skills

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Stealth | Athletics | Intimidation | First Aid | Lockpicking | Research |
| 2 | Survival | Insight | Channeling | Mechanic | Tracking | Negotiation |
| 3 | Perception | Deception | Medicine | Ranged Weapons | Occultism | History |
| 4 | Investigation | Driving | Contacts | Damage Resistance | Security Systems | Psychology |
| 5 | Hand to hand combat | Fearlessness | Injury Tolerance | Medium | Mind Control | Persuasion |
| 6 | Regeneration | See Invisible | Shapeshifting | Telekinesis | Blessed | Psychometry |

### Frailties

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Cowardice | Greed | Arrogance | Impulsiveness | Selfishness | Naiveness |
| 2 | Paranoid | Vengeful | Dishonest | Impoverished | Weak-Willed | Overconfident |
| 3 | Gullible | Addictive Personality | Prejudiced | Deceitful | Jealous | Hoarder |
| 4 | Paranormal Skepticism | Alcoholic | Kleptomaniac | Compulsive Liar | Gambler | Codependent |
| 5 | Hypochondriac | Narcissistic | Agoraphobic | Schizophrenic | Manic Depressive | Sadistic |
| 6 | Obsessive Compulsive | Pyromaniac | Paranormal Fear | Chronic Depression | Bipolar Disorder | Schizoid |
| 7 | Compulsive Spending |  | Hoarder | Obsessive Love | Fear of the Dark | Obsessive Cleanliness |

### Gear

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Handgun | Shotgun | Rifle | Taser | Pepper Spray | Baton |
| 2 | Flashlight | Survival Knife | Multi-Tool | First Aid Kit | Firestarter | Compass |
| 3 | Backpack | Water Bottle | Energy Bars | Sleeping Bag | Tent | Rope |
| 4 | Cell Phone | Walkie-Talkie | GPS | Camera | Laptop | External Battery |
| 5 | Binoculars | Night Vision Goggles | Thermometer | Crowbar | Machete | Ax |
| 6 | Flashbang Grenade | Smoke Grenade | Tear Gas Grenade | Bulletproof Vest | Tactical Helmet | Knee Pads |

## Special Rules

* **Fear**: characters will face terrifying and stressful situations that will test their bravery and mental fortitude. Fear consumes your Luck. When you face otherworldly creatures, you can't recover as in a regular conflict! You're paralyzed with terror and you must retire in a family environment to recover.
* **Insanity**: The horrors that the characters will face may take a toll on their mental stability. Keep track of your Sanity as you do for Luck. Every time you face the Supernatural, ask the Oracle how your psyche reacts. Then apply the Harm rules. If Sanity reaches zero you've lost your mind.

## Factions

### The Enforcers

* **Concept**: Lawful Protectors
* **Skills**: Marksmanship, Intimidation
* **Frailty**: Corruption
* **Gear**: Handgun, Tactical Vest
* **Goal**: To maintain order and protect the public from supernatural threats
* **Motive**: Duty and loyalty to their department and city
* **Nemesis**: Vigilante groups who take matters into their own hands

### The Researchers

* **Concept**: Determined Scientists
* **Skills**: Knowledge of the supernatural, Technology proficiency
* **Frailty**: Obsession
* **Gear**: Laptop, Camera
* **Goal**: To study and understand supernatural occurrences in order to protect humanity
* **Motive**: Curiosity and the desire to make a difference in the world
* **Nemesis**: Secrecy-obsessed government agencies who want to keep their findings under wraps

### The Hunters

* **Concept**: Resourceful Professionals
* **Skills**: Tracking, Survival skills
* **Frailty**: Recklessness
* **Gear**: Shotgun, Hunting Knife
* **Goal**: To eliminate supernatural threats and protect humanity
* **Motive**: A personal connection to a supernatural tragedy or a desire for justice
* **Nemesis**: Cultists who worship supernatural entities and see the hunters as a threat

### The Survivors

* **Concept**: Fierce Homeless
* **Skills**: Scavenging, Street smarts
* **Frailty**: Desperation
* **Gear**: Backpack, Multi-tool
* **Goal**: To stay alive in a world overrun by supernatural threats
* **Motive**: Self-preservation and the desire to protect loved ones
* **Nemesis**: Bandits who prey on vulnerable survivors

### The Cultists

* **Concept**: Fanatical Mystics
* **Skills**: Knowledge of supernatural rituals, Stealth
* **Frailty**: Blind devotion
* **Gear**: Ancient tomes, Dagger
* **Goal**: To bring forth a supernatural entity and usher in a new era of darkness
* **Motive**: A belief in the superiority of the supernatural and a desire for power and enlightenment
* **Nemesis**: Hunters and enforcers who seek to stop them

### The Vigilantes

* **Concept**: Determined Rebels
* **Skills**: Combat, Stealth
* **Frailty**: Vengeance
* **Gear**: Brass knuckles, Baton
* **Goal**: To fight against supernatural threats and corruption within the law enforcement agencies
* **Motive**: A personal connection to a supernatural tragedy or a desire for justice
* **Nemesis**: The corrupt law enforcement agencies they aim to take down

## NPCs

### Dr. Amanda Stone

* **Concept**:Cunning Scientist
* **Skills**: Knowledge of the supernatural, Manipulation
* **Frailty**: Greed
* **Gear**: Laptop, Laboratory coat
* **Goal**: To study supernatural entities and find a way to profit from their power
* **Motive**: A desire for wealth and recognition
* **Nemesis**: Hunters who see her as a threat to humanity

### Detective Jack Parker

* **Concept**: Streetwise Detective
* **Skills**: Investigation, Intimidation
* **Frailty**: Alcoholism
* **Gear**: Handgun, Badge
* **Goal**: To solve supernatural crimes and bring the perpetrators to justice
* **Motive**: A sense of duty and a desire to protect the city he loves
* **Nemesis**: Corrupt colleagues who want to keep their wrongdoings covered up

### Blake Sinclair

* **Concept**: Vengeful Survivor
* **Skills**: Survival, Combat
* **Frailty**: Trauma
* **Gear**: Shotgun, Backpack
* **Goal**: To eliminate supernatural threats in retribution for a tragedy they suffered
* **Motive**: Anger and a desire for revenge
* **Nemesis**: Cultists who see them as a threat to their plans

### Lilith DuBois

* **Concept**: Mystical Cultist Leader
* **Skills**: Knowledge of supernatural rituals, Persuasion
* **Frailty**: Arrogance
* **Gear**: Ancient tome, Dagger
* **Goal**: To bring forth a supernatural entity and achieve ultimate power
* **Motive**: A belief in the superiority of the supernatural and a desire for control
* **Nemesis**: Hunters who seek to stop her cult

### Mayor Maria Ortiz

* **Concept**: Political Corrupt
* **Skills**: Manipulation, Public speaking
* **Frailty**: Greed
* **Gear**: Smartphone, Briefcase
* **Goal**: To maintain control over the city and protect her own interests
* **Motive**: A desire for wealth and power
* **Nemesis**: Vigilante groups who want to expose her corruption

### Marcus "The Butcher" Taylor

* **Concept**: Sadistic Bandit
* **Skills**: Combat, Intimidation
* **Frailty**: Bloodlust
* **Gear**: Machete, Brass knuckles
* **Goal**: To terrorize and prey on vulnerable survivors
* **Motive**: A thrill for violence and a desire for wealth
* **Nemesis**: Survivors who band together to fight back against his attacks

## Creatures

### Shadow Fiend

* **Concept**: Stealthy Demon
* **Skills**: Invisibility, Intangibility
* **Frailty**: Vulnerability to holy light
* **Gear**: None
* **Goal**: To possess and corrupt the living
* **Motive**: A desire to spread chaos and destruction
* **Nemesis**: Holy warriors who seek to exorcise the fiends

### Infected

* **Concept**: Contagious Zombie
* **Skills**: Durability, Hunger
* **Frailty**: Vulnerability to headshots
* **Gear**: None
* **Goal**: To spread the virus and convert the living
* **Motive**: Instinct to spread the virus and protect the horde
* **Nemesis**: Survivors who seek to eliminate the threat

### Cultist

* **Concept**: Fanatical Human
* **Skills**: Knowledge of supernatural rituals, Persuasion
* **Frailty**: Vulnerability to physical harm
* **Gear**: Dagger, Robes
* **Goal**: To bring forth supernatural entities and achieve power
* **Motive**: Belief in the superiority of the supernatural and a desire for control
* **Nemesis**: Hunters who seek to stop their cult

### Specter

* **Concept**: Ethereal Ghost
* **Skills**: Intangibility, Possession
* **Frailty**: Vulnerability to spiritual artifacts
* **Gear**: None
* **Goal**: To torment and possess the living
* **Motive**: Resentment and a desire for revenge
* **Nemesis**: Mediums who can banish the specters

### Werebeast

* **Concept**: Brutal Lycanthrope
* **Skills**: Transformation, Strength
* **Frailty**: Vulnerability to silver
* **Gear**: None
* **Goal**: To hunt and kill the living
* **Motive**: Instinct to hunt and protect the pack
* **Nemesis**: Hunters who seek to eliminate the threat

### Vampiric Noble

* **Concept**: Aristocratic Vampire
* **Skills**: Manipulation, Immortality
* **Frailty**: Vulnerability to sunlight
* **Gear**: None
* **Goal**: To maintain power and control over their coven
* **Motive**: A desire for wealth and influence
* **Nemesis**: Vampire hunters who seek to eliminate their kind

## Locations

### The Haunted Hotel

* A once luxurious hotel that has fallen into disrepair.
* The rooms are filled with the remnants of the past, and the air is thick with an eerie energy.
* Possible encounters: Specter, Cultist, Reclusive Millionaire, Caretaker with a dark past, Guest with a haunted legacy, Bellhop with a sinister motive

### The Cursed Woods

* A dense forest known for strange occurrences and disappearances.
* The trees are twisted and the air is thick with an eerie energy.
* Possible encounters: Werebeast, Shadow Fiend, Witch, Lost Hiker, Hermit with dark knowledge, Park Ranger with a hidden agenda

### The Old Mansion

* A grand and sprawling estate that has fallen into disrepair.
* The rooms are filled with antique furnishings and the air is heavy with the scent of decay.
* Possible encounters: Vampiric Noble, Specter, Cultist, Reclusive Millionaire, Caretaker with a dark past, Inheritor with a haunted legacy

### The Dilapidated Cemetery

* A sprawling graveyard filled with crumbling headstones and overgrown with weeds.
* The air is heavy with the scent of decay and the wind whispers through the trees.
* Possible encounters: Specter, Cultist, Grave Robber, Caretaker with a dark secret, Mourner with a sinister motive, Priest with a haunted past

### The Isolated Research Facility

* A top-secret laboratory hidden deep in the wilderness.
* The halls are sterile and the air is thick with the smell of chemicals.
* Possible encounters: Infected, Mad Scientist, Security Guard with a hidden agenda, Janitor who knows too much, Researcher with a dark past, Technician with a haunted conscience

### The Abandoned Asylum

* A once grand institution that has been left to decay.
* The halls are dark and filled with the sounds of ghostly whispers.
* Possible encounters: Specter, Cultist, Mad Doctor, Nurse with a dark secret, Patient with a haunted past, Janitor who knows too much

## Adventure Seeds

|  |  |
| --- | --- |
| D66 | Adventure |
| 11 | The protagonist discover that the local town is being plagued by strange disappearances. They must investigate to find out what is causing them and put a stop to it. |
| 12 | The protagonist are hired to investigate a strange occurrence at the Abandoned Hospital, where patients are suddenly dying without explanation. |
| 13 | The protagonist stumble upon a cursed object in the Cursed Woods and must find a way to break the curse before it's too late. |
| 14 | The protagonist are hired to investigate a series of mysterious murders at the Old Mansion, where all of the victims have been drained of their blood. |
| 15 | The protagonist discover that the Isolated Research Facility has been conducting unethical experiments on human subjects. They must stop the experiments and free the subjects. |
| 16 | The protagonist are hired to investigate strange occurrences at the Abandoned Asylum, where patients are reporting that they're being haunted by ghosts. |
| 21 | The protagonist discover that the Haunted Hotel is haunted by the ghosts of its former guests. They must uncover the truth behind the hauntings and put the spirits to rest. |
| 22 | The protagonist are contacted by an NPC for help in discovering the truth behind the sudden appearance of Infected in the town. |
| 23 | The protagonist must stop a cult from performing a ritual in the Cursed Woods that will summon a powerful evil. |
| 24 | The protagonist must uncover the truth behind the strange disappearances in the Old Mansion and put a stop to the culprit. |
| 25 | The protagonist must prevent the Specter from claiming any more victims in the Dilapidated Cemetery. |
| 26 | The protagonist must rescue a captive from the clutches of the Cultist in the Abandoned Asylum. |
| 31 | The protagonist must find and defeat the Werebeast that has been terrorizing the Cursed Woods. |
| 32 | The protagonist must put an end to the Shadow Fiend's reign of terror. |
| 33 | The protagonist are hired by a wealthy collector to retrieve a cursed painting from a haunted mansion. |
| 34 | A dangerous creature is loose in the city, and The protagonist must track it down before it causes more damage. |
| 35 | A group of survivors have taken refuge in an old church, but they are being hunted by a pack of werewolves. The protagonist must help protect the survivors and find a way to defeat the werewolves. |
| 36 | A mad scientist is conducting experiments on the living dead, and The protagonist must put an end to their twisted research. |
| 41 | The protagonist are hired by a paranormal investigation team to uncover the secrets of an abandoned insane asylum. |
| 42 | A powerful voodoo priest is using dark magic to control the minds of the city's residents. The protagonist must find a way to break the spell and restore order to the city. |
| 43 | A powerful psychic is causing mayhem in the city, and The protagonist are hired by a local crime boss to bring the individual under control. |
| 44 | A mysterious substance has been leaking into the city's water supply, causing strange mutations in wildlife and humans alike. The protagonist are tasked with finding the source of the contamination and stopping it. |
| 45 | A cult is attempting to summon a powerful demon, and The protagonist must infiltrate their stronghold and prevent the ritual from being completed. |
| 46 | A mysterious stranger contacts The protagonist, claiming to have information about a long-forgotten artifact with the power to end the world. |
| 51 | The protagonist are hired to escort a group of researchers into the abandoned hospital to uncover the secrets of the patient zero. |
| 52 | An ancient and powerful ghost has been awakened and is terrorizing the city. The protagonist must find a way to lay the ghost to rest before it's too late. |
| 53 | A mysterious disease is spreading through the city, and the protagonist must find the cure before it's too late. |
| 54 | A powerful demon has taken over an abandoned prison, and the protagonist must defeat it to free the captive souls. |
| 55 | A haunted carnival has come to town, and the protagonist must uncover the dark secrets behind the attractions. |
| 56 | The protagonists are hired by a wealthy collector to retrieve a lost artifact that is said to be cursed. |
| 61 | A serial killer is on the loose, and the protagonist must track them down before they strike again. |
| 62 | A group of survivors have taken refuge in a remote cabin, but they are being stalked by a creature from the forest. The protagonists must help protect the survivors and defeat the creature. |
| 63 | An ancient tomb has been uncovered, and the protagonist must explore its dark passages to find the treasure within. |
| 64 | A powerful sorcerer is using dark magic to control the minds of the city's residents. The protagonists must find a way to stop them and restore order to the city. |
| 65 | The protagonists are hired to investigate a series of strange disappearances in a remote town. |
| 66 | A haunted ship has been spotted off the coast, and the protagonist must explore its creepy halls to uncover its dark secrets. |

# Action Adventure Pack

## Setting Information

* Time period: The action adventure genre can take place in different time periods, ranging from ancient history to the present day. Some popular time periods include the 1930s and 1940s, and the present day.
* Location: The location of the game can vary greatly, from remote jungles and deserts to busy cities and ancient ruins. Locations can be inspired by real-world locations or entirely fictional ones.
* Historical and cultural context: The setting of an action adventure game can draw inspiration from real historical events, legends, and cultures. For example, the game could feature references to ancient civilizations, lost artifacts, and mysterious artifacts.
* Technology: Depending on the time period, the setting may feature various levels of technology. For example, in a game set in the 1930s, technology may be limited, while a game set in the present day may feature advanced technology like smartphones and GPS.
* Political climate: The political climate of the setting can also play a role in the game. For example, a game set in a war-torn country might feature political and military conflicts, while a game set in a peaceful country might focus more on adventure and discovery.

## Character Traits

### Concepts

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Brave Archaeologist | Daring Pilot | Fierce Soldier | Sharp-Eyed Hunter | Skilled Hacker | Witty Diplomat |
| 2 | Fearless Explorer | Deft Thief | Tough Brawler | Quick-Witted Spy | Resourceful Mechanic | Charismatic Leader |
| 3 | Daring Adventurer | Nimble Acrobat | Experienced Soldier | Skilled Tracker | Intrepid Reporter | Bold Entrepreneur |
| 4 | Bold Treasure Hunter | Stealthy Thief | Battle-Hardened Veteran | Master Strategist | Mastermind Hacker | Artful Negotiator |
| 5 | Rugged Survivalist | Master Pilot | Elite Marksman | Stealthy Infiltrator | Master Technician | Persuasive Orator |
| 6 | Tenacious Researcher | Clever Con Artist | Brave Special Agent | Skilled Demolitionist | Master of Disguise | Charismatic Public Speaker |

### Skills

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Acrobatics | Archaeology | Athletics | Boldness | Climbing | Combat |
| 2 | Cooking | Deception | Engineering | Equestrian | First Aid | Firearms |
| 3 | Forgery | Gambling | Geography | History | Hunting | Intimidation |
| 4 | Knowledge of Art | Languages | Mechanics | Leadership | Lockpicking | Navigation |
| 5 | Persuasion | Photography | Piloting | Tracking | Traps | Survival |
| 6 | Swimming | Tactics | Technology | Treasure Hunting | Unarmed Combat | Weapon Mastery |

### Frailties

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Impetuous | Gullible | Cowardly | Clumsy | Greedy | Paranoid |
| 2 | Impulsive | Naive | Timid | Uncoordinated | Gluttonous | Suspicious |
| 3 | Hasty | Innocent | Fearful | Klutzy | Avaricious | Anxious |
| 4 | Rash | Trusting | Shy | Bumbling | Covetous | Neurotic |
| 5 | Headstrong | Dupable | Apprehensive | Unsteady | Miserly | Worried |
| 6 | Bold | Simple | Skittish | Accident-prone | Stingy | Jittery |

### Gear

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Combat Knife | Pistols | Rope and Grappling Hook | Bullwhip | Binoculars | First Aid Kit |
| 2 | Machete | Shotgun | Rope | Flashlight | Compass | Fire Starter |
| 3 | Handgun | Sniper Rifle | Climbing Gear | Radio | Medkit | Spare Clips |
| 4 | Dagger | Assault Rifle | Parachute | Lockpick Set | Map | Water Canteen |
| 5 | Battle Axe | Grenades | Jetpack | Flare Gun | Night Vision Goggles | Energy Bars |
| 6 | Tomahawk | Flamethrower | Hang Glider | Grappling Gun | Survival Kit | Pneumatic Drill |

## Special Rules

### Action Points

When making a character 3 Action Points are granted. They will not refresh until the end of the adventure and it is not possible to get more during it. They represent the character's available resources, including physical energy, knowledge, and experience.

Action points can be spent to increase the chances of success or to reduce the consequences of failure, ensuring automatic advantage regardless of the tags in play.

## Factions

### The Adventurers' Guild

* **Concept**: Fearless Explorers
* **Skills**: Archaeology, Athletics
* **Frailty**: Arrogance
* **Gear**: Ancient Map, Adventurer's Kit
* **Goal**: To uncover the secrets of history
* **Motive**: To gain wealth, fame, and prestige
* **Nemesis**: The Cult of the Mummy

### The Cult of the Mummy

* **Concept**: Mystical Fanatics
* **Skills**: Religion, Stealth
* **Frailty**: Fanaticism
* **Gear**: Holy Symbol, Ancient Scroll
* **Goal**: To worship and bring back to life a powerful ancient ruler
* **Motive**: To gain power and control
* **Nemesis**: The Adventurers' Guild

### The Military Expedition

* **Concept**: Trained Soldiers
* **Skills**: Warfare, Survival
* **Frailty**: Brutality
* **Gear**: Military Rations, Tent
* **Goal**: To claim the ancient artifacts for their country
* **Motive**: To gain power and prestige for their nation
* **Nemesis**: The Archaeologists' Society

### The Archaeologists' Society

* **Concept**: Scholarly Researchers
* **Skills**: Archaeology, History
* **Frailty**: Greed
* **Gear**: Research Equipment, Rare Book
* **Goal**: To uncover and preserve the history and artifacts of the past
* **Motive**: To gain knowledge and recognition in the academic world
* **Nemesis**: The Military Expedition

### The Treasure Hunters

* **Concept**: Risk-Taking Mercenaries
* **Skills**: Traps, Climbing
* **Frailty**: Greed
* **Gear**: Pickaxe, Grappling Hook
* **Goal**: To find and claim valuable treasures
* **Motive**: To gain wealth and fame
* **Nemesis**: The Guardians of the Temple

### The Guardians of the Temple

* **Concept**: Devout Protectors
* **Skills**: Religion, Defense
* **Frailty**: Zealotry
* **Gear**: Holy Water, Temple Key
* **Goal**: To protect the sacred temple and its secrets
* **Motive**: To uphold their religious beliefs
* **Nemesis**: The Treasure Hunters

## NPCs

### Professor Archibald Smith

* **Concept**: Eccentric Archaeologist
* **Skills**: History, Survival
* **Frailty**: Impulsive
* **Gear**: Ancient Map, Worn Out Satchel
* **Goal**: Discover the Lost City of Gold
* **Motive**: Fame and Fortune
* **Nemesis**: Treasure Hunters

### Captain Rafael Rodriguez

* **Concept**: Smuggler Captain
* **Skills**: Navigation, Stealth
* **Frailty**: Greed
* **Gear**: Old Compass, Pistol
* **Goal**: Find the Hidden Treasure
* **Motive**: Wealth
* **Nemesis**: Police, Treasure Hunters

### Dr. Victoria Jones

* **Concept**: Adventurer Doctor
* **Skills**: Medicine, Survival
* **Frailty**: Brave to a Fault
* **Gear**: First Aid Kit, Machete
* **Goal**: Find the Lost Temple of Healing
* **Motive**: Discovery and Adventure
* **Nemesis**: Local Bandits

### Ahmed Al-Faris

* **Concept**: Wealthy Art Collector
* **Skills**: Appraisal, Persuasion
* **Frailty**: Arrogant
* **Gear**: Art Catalogue, Pocket Watch
* **Goal**: Acquire the Rarest Artifacts
* **Motive**: Prestige
* **Nemesis**: Archaeologists, Art Thieves

### Agent X

* **Concept**: Secret Agent
* **Skills**: Espionage, Marksmanship
* **Frailty**: Paranoid
* **Gear**: Disguise Kit, Pistol
* **Goal**: Stop the evil organization from obtaining the artifact
* **Motive**: Duty
* **Nemesis**: Evil Organization

### Jacques Marceau

* **Concept**: Art Thief
* **Skills**: Pickpocketing, Stealth
* **Frailty**: Coward
* **Gear**: Grappling Hook, Lockpicks
* **Goal**: Steal the Priceless Artifacts
* **Motive**: Wealth
* **Nemesis**: Police, Art Collectors

## Creatures & Foes

### Mummy Lord

* **Concept**: Ancient Ruler
* **Skills**: Unnatural Durability, Knowledge of Ancient Relics
* **Frailty**: Weakened by Holy Water
* **Gear**: Hieroglyphic-covered Scepter, Mummy Wrappings
* **Goal**: Reclaim Lost Kingdom
* **Motive**: Unwavering Loyalty to Pharaoh
* **Nemesis**: Archaeologists, Treasure Hunters

### Savage Gorilla

* **Concept**: Brutal Primates
* **Skills**: Superhuman Strength, Animal Instincts
* **Frailty**: Easily Enraged
* **Gear**: Razor-Sharp Claws, Strong Teeth
* **Goal**: Protect Terrain and Mate
* **Motive**: Instinctual Preservation
* **Nemesis**: Intruders, Poachers

### Ravenous Crocodile

* **Concept**: Voracious Reptile
* **Skills**: Ambush, Endurance
* **Frailty**: Slow Movement on Land
* **Gear**: Powerful Jaws, Scaly Armor
* **Goal**: Satisfy Hunger
* **Motive**: Pure Carnivorous Nature
* **Nemesis**: Prey, Hunters

### Shadow Hitman

* **Concept**: Stealthy Assassin
* **Skills**: Stealth, Precision
* **Frailty**: Afraid of Light
* **Gear**: Poisoned Daggers, Shadow Cloak
* **Goal**: Complete Contracts
* **Motive**: Financial Gain
* **Nemesis**: Targets, Authorities

### Fire Elemental

* **Concept**: Fiery Elementals
* **Skills**: Pyrotechnics, Immunity to Fire
* **Frailty**: Weak to Water
* **Gear**: Flaming Sword, Ignition Ring
* **Goal**: Spread Fire
* **Motive**: Instinctual Desire for Chaos
* **Nemesis**: Water Elementals, Firefighters

### Ice Golem

* **Concept**: Frosty Construct
* **Skills**: Immense Strength, Immune to Cold
* **Frailty**: Weak to Heat
* **Gear**: Frozen Club, Frosty Chain
* **Goal**: Guard Ice Caves
* **Motive**: Created to Serve
* **Nemesis**: Adventurers, Fire Elementals

## Locations

### Temple of the Sun

* A long-forgotten temple in the jungle, said to hold powerful ancient artifacts.
* Booby-trapped halls and secret chambers filled with puzzles and obstacles.
* Possibile encounters: Mummies, Raiders, Cultists, Traps, Hidden treasures.

### Lost City of Gold

* A mythical city said to be made of solid gold, hidden deep in the jungle.
* Adventurers from all over the world have been searching for it for centuries.
* Possibile encounters: Bandits, Jungle creatures, Cursed ruins, Ancient guardians.

### Amazonian Marketplace

* A bustling marketplace at the heart of the jungle, where many cultures meet and trade.
* Offers a wide range of exotic goods and services, but also attracts shady characters.
* Possibile encounters: Merchants, Traders, Smugglers, Con artists, Street performers.

### The Lost Expedition

* A camp of a failed expedition into the jungle, abandoned for years.
* Rumors say that the members of the expedition were searching for a powerful artifact.
* Possibile encounters: Skeletons, Ghost, Possessed relic, Hidden diary, Treasure map.

### The Lost Temple

* A temple in the jungle dedicated to a powerful deity, hidden away from the world.
* The temple is said to grant immense power to those who can solve its challenges.
* Possibile encounters: Mystical guardians, Ancient puzzles, Hidden chambers, Divine visions.

### The Amazonian River

* A wide and powerful river that runs through the heart of the jungle.
* It's a lifeline for many of the communities living in the jungle, but also a dangerous place.
* Possibile encounters: River pirates, Giant snakes, Rapids, Mysterious ruins, Trading vessels.

## Adventure Seeds

|  |  |
| --- | --- |
| D66 | Adventure |
| 11 | The discovery of an ancient artifact leads to a race against time to prevent it from falling into the wrong hands. |
| 12 | An expedition to a remote jungle uncovers a lost civilization, but also attracts the attention of dangerous mercenaries. |
| 13 | A desperate search for a cure to a deadly disease leads the protagonist to a hidden lab in a remote desert. |
| 14 | The hunt for a legendary pirate treasure takes the protagonist on a dangerous journey across the ocean. |
| 15 | A heist on a high-security museum leads to the discovery of a secret passage to an underground city. |
| 16 | A scientist hires the protagonist to retrieve a stolen formula from a rival research team in a dangerous city. |
| 21 | An assassination attempt on a world leader leads the protagonist on a globe-trotting mission to uncover a dangerous conspiracy. |
| 22 | A lost city in the middle of the Amazon jungle is discovered, but it's protected by deadly traps and ancient guardians. |
| 23 | The protagonist must race against time to stop a mad scientist from unleashing a dangerous virus on a major city. |
| 24 | A wealthy business magnate hires the protagonist to recover a stolen prototype from a rival company. |
| 25 | The search for a missing colleague leads the protagonist to a secret research facility hidden in the Himalayan Mountains. |
| 26 | An old map leads the protagonist to an island in the Pacific Ocean, but they soon discover they're not the only ones searching for treasure. |
| 31 | The protagonist must sneak into a heavily fortified compound to rescue a captive scientist before they're executed. |
| 32 | A mysterious object found at a crash site leads the protagonist on a journey to discover its extraterrestrial origins. |
| 33 | A wealthy collector hires the protagonist to retrieve a rare artifact from a heavily guarded castle. |
| 34 | A routine survey mission in the Antarctic leads to the discovery of a massive underground cave system. |
| 35 | The protagonist must navigate a dangerous labyrinth to reach the hidden temple of an ancient deity. |
| 36 | A desperate search for a missing heirloom leads the protagonist on a globe-trotting adventure through dangerous territory. |
| 41 | A routine archaeological dig turns deadly when the protagonist uncovers a cursed artifact. |
| 42 | The protagonist is hired to retrieve a powerful weapon from a heavily guarded military base. |
| 43 | A long-lost manuscript leads the protagonist to a hidden library guarded by deadly traps. |
| 44 | The protagonist must infiltrate a secret underground bunker to recover valuable research data. |
| 45 | A rogue agent with knowledge of top-secret information goes missing, and the protagonist is tasked with finding them before they're caught. |
| 46 | The protagonist must navigate a maze of tunnels to reach an underground city hidden beneath the desert. |
| 51 | A dangerous rogue operative with access to sensitive information must be captured before they can sell it to the highest bidder. |
| 52 | The protagonist is hired to escort a VIP through dangerous territory, but they soon discover that the VIP is a wanted criminal. |
| 53 | A hidden temple guarded by dangerous cultists must be infiltrated to recover a valuable artifact. |
| 54 | A heist to steal a rare gem from a heavily guarded museum goes wrong, and the protagonist must fight their way out. |
| 55 | The protagonist must navigate a dangerous minefield to reach a hidden laboratory in the mountains. |
| 56 | A wealthy recluse hires the protagonist to retrieve a lost artifact from a dangerous island. |
| 61 | The protagonist must infiltrate a dangerous crime syndicate to rescue a hostage. |
| 62 | A routine exploration of a remote island turns deadly when the protagonist is attacked by a giant monster. |
| 63 | A terrorist plot to blow up a major city must be stopped before it's too late. |
| 64 | The protagonist is hired to retrieve a stolen prototype from a heavily guarded research facility. |
| 65 | Discover a lost temple in the jungle, but beware of the traps and guardians within. |
| 66 | Race against time to recover a powerful artifact before it falls into the wrong hands. |

# Spy Adventure Pack

## Setting Information

* The time period for a spy adventure pack could vary depending on the specific subgenre, but it could be set during the Cold War, the World War II era, or the present day.
* The setting could be a specific country or region, such as the United States, Russia, Europe, or the Middle East. The locations could include both real and fictional places.
* The setting information could provide some historical context for the time period and location, such as political tensions, major events, or cultural movements that are relevant to the story.
* The setting could include information about the various espionage organizations that exist in the world of the game, such as the CIA, MI6, KGB, Mossad, or other fictional agencies. This could include their goals, methods, and relationships with other organizations.
* The setting could include information about the technology available to the characters in the game, such as weapons, surveillance equipment, communication devices, and transportation. This could vary depending on the time period and location.

## Character Traits

### Concepts

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Cunning Agent | Fearless Hero | Wily Mercenary | Grizzled Vet | Reckless Rogue | Steely Cop |
| 2 | Resourceful Spy | Elite Soldier | Skilled Thief | Deadly Assassin | Streetwise Thug | Tenacious Detective |
| 3 | Daring Explorer | Sharpshooter | Nefarious Mastermind | Stealthy Infiltrator | Ruthless Enforcer | Charismatic Con Artist |
| 4 | Ruthless Pirate | Honorable Samurai | Experienced Tracker | Sneaky Saboteur | Arrogant Adventurer | Merciless Bounty Hunter |
| 5 | Vigilante Avenger | Sleazy Informant | Adventurous Archaeologist | Renegade Outlaw | Intrepid Reporter | Smuggler Kingpin |
| 6 | Mysterious Stranger | Dashing Swashbuckler | Cold-blooded Killer | Wild Gunslinger | Canny Smuggler | Unforgiving Hitman |

### Skills

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Acrobatics | Brawling | Computers | Demolitions | Driving | Firearms |
| 2 | Hacking | History | Intimidation | Investigation | Language | Medicine |
| 3 | Navigation | Networking | Stealth | Persuasion | Pilot | Science |
| 4 | Survival | Swimming | Technology | Thievery | Tracking | Diplomacy |
| 5 | Animal Handling | Archaeology | Artistry | Athletics | Cryptography | Espionage |
| 6 | Lockpicking | Mechanics | Photography | Seduction | Streetwise | Strategy |

### Frailties

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Frailties | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Alcoholic | Arrogant | Claustrophobic | Cowardly | Crippled | Deaf |
| 2 | Greedy | Gullible | Hot-tempered | Hypochondriac | Illiterate | Insecure |
| 3 | Insomniac | Jealous | Kleptomaniac | Liar | Lonely | Paranoid |
| 4 | Phobic (bugs) | Pyromaniac | Racist | Sadistic | Secretive | Selfish |
| 5 | Short-sighted | Slow | Stutterer | Superstitious | Thin-skinned | Ugly |
| 6 | Vengeful | Weak | Wild | Xenophobic | Amnesiac | Codependent |

### Gear

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Tactical Knife | Sniper Rifle | Hacking Tool | C4 Explosives | Kevlar Vest | Spy Camera |
| 2 | Disguise Kit | Microphone | Bug Detector | Night Vision Goggles | Grappling Hook | Smartwatch |
| 3 | Smoke Grenade | Flashbang Grenade | Lockpick Set | Dart Gun | Gas Mask | Body Armor |
| 4 | Explosive Watch | Hidden Blade | Miniature Drone | EMP Device | Climbing Gear | Shotgun |
| 5 | Wristwatch Taser | Thermal Vision Goggles | Remote Explosive | Smoke Pellets | Tranquilizer Gun | Radio Communication Device |
| 6 | Stun Baton | Hidden Microphone | Spy Car | Hidden Pistol | Smart Glasses | Portable Taser |

## Genre Rules

* **Cover identities**: The player must maintain their cover identity while on missions, and risk exposure if they act out of character. To maintain their cover, protagonist must describe their actions in a way that is consistent with their character's identity, and the Oracle will determine whether or not they succeed. If a player acts out of character, the Oracle may rule that their cover is compromised, and they will face consequences.
* **Interrogation**: The player may be captured and interrogated, and must resist giving up important information. When a player is captured and interrogated, they must resist giving up important information by answering questions in a way that is vague or misleading. The Oracle will determine whether or not they are successful in resisting interrogation based on their answer.
* **Political tensions**: The political climate is always shifting, and the player may find themselves caught up in the middle of a larger conflict. The player must navigate these political tensions carefully, as their actions may have consequences that extend beyond their immediate mission. When the player takes actions that affect the larger political situation, the Oracle will determine the consequences of their actions based on the range of possible answers.

## Factions

### The Syndicate

* **Concept**: Ruthless criminals
* **Skills**: Deception, Intimidation
* **Frailty**: Greedy
* **Gear**: Guns, forged documents
* **Goal**: Profit
* **Motive**: Wealth and power
* **Nemesis**: Law enforcement agencies

### The Agency

* **Concept**: Government spies
* **Skills**: Stealth, Investigation
* **Frailty**: Overzealous
* **Gear**: Disguises, high-tech gadgets
* **Goal**: National security
* **Motive**: Protecting the country
* **Nemesis**: Enemy intelligence agencies

### The Brotherhood

* **Concept**: Shadowy organization
* **Skills**: Sabotage, Survival
* **Frailty**: Paranoid
* **Gear**: Poison, hidden blades
* **Goal**: Control of the world
* **Motive**: Create a new world order
* **Nemesis**: The Syndicate

### The Cult

* **Concept**: Fanatical believers
* **Skills**: Persuasion, Occultism
* **Frailty**: Zealotry
* **Gear**: Ritualistic items, sacrificial daggers
* **Goal**: Convert everyone to their belief
* **Motive**: The end justifies the means
* **Nemesis**: The Agency

### The Mercenaries

* **Concept**: Hired guns
* **Skills**: Combat, Tactics
* **Frailty**: Greed
* **Gear**: Assault rifles, body armor
* **Goal**: Complete the contract
* **Motive**: Money talks
* **Nemesis**: The highest bidder

### The Underground

* **Concept**: Resistance fighters
* **Skills**: Guerilla warfare, Propaganda
* **Frailty**: Fearful
* **Gear**: Homemade explosives, knives
* **Goal**: Overthrow the government
* **Motive**: Freedom from oppression
* **Nemesis**: The Agency

## NPCs

### Sophia Dubois

* **Concept**: Cunning socialite
* **Skills**: Deception, Persuasion
* **Frailty**: Greed
* **Gear**: Diamond bracelet, Poisoned ring
* **Goal**: To acquire more wealth and power
* **Motive**: Self-interest
* **Nemesis**: Her estranged husband, a wealthy businessman

### Jack Zhang

* **Concept**: Master hacker
* **Skills**: Hacking, Electronics
* **Frailty**: Arrogance
* **Gear**: Laptop, High-tech gadgets
* **Goal**: To bring down corrupt corporations
* **Motive**: Justice
* **Nemesis**: The CEO of a powerful tech company

### Dmitri Volkov

* **Concept**: Ruthless arms dealer
* **Skills**: Intimidation, Firearms
* **Frailty**: Paranoia
* **Gear**: Grenades, Assault rifle
* **Goal**: To become the most powerful arms dealer in the world
* **Motive**: Greed
* **Nemesis**: An undercover CIA agent

### Maria Gutierrez

* **Concept**: Skilled assassin
* **Skills**: Stealth, Marksmanship
* **Frailty**: Lack of empathy
* **Gear**: Silenced pistol, Throwing knives
* **Goal**: To eliminate her targets with precision and efficiency
* **Motive**: Personal satisfaction
* **Nemesis**: An Interpol agent on her trail

### William Buchanan

* **Concept**: Veteran spy
* **Skills**: Espionage, Hand-to-hand combat
* **Frailty**: Alcoholism
* **Gear**: Disguises, Walther PPK
* **Goal**: To protect his country from threats, foreign and domestic
* **Motive**: Patriotism
* **Nemesis**: A Russian spy who he thought was dead

### Suki Kim

* **Concept**: Infiltrator
* **Skills**: Disguise, Linguistics
* **Frailty**: Impulsive
* **Gear**: Fake passports, Lockpicks
* **Goal**: To gather information on North Korean spies
* **Motive**: Revenge
* **Nemesis**: A high-ranking member of North Korea's intelligence agency.

## Foes

### Blackmailers

* **Concept**: Ruthless Extortionists
* **Skills**: Persuasion, Intimidation
* **Frailty**: Arrogant
* **Gear**: Hidden recording devices, photos or videos
* **Goal**: Profit and power through blackmail
* **Motive**: Greed and ambition
* **Nemesis**: Law enforcement and ethical opposition

### Assassins

* **Concept**: Cold-Blooded Killers
* **Skills**: Stealth, Weapon Proficiency
* **Frailty**: Short-Sighted
* **Gear**: Silenced firearms, poisons, garrotes
* **Goal**: Elimination of targets
* **Motive**: Money or loyalty to a cause
* **Nemesis**: Bodyguards, law enforcement, or rival assassins

### Hacker Collective

* **Concept**: Digital Outlaws
* **Skills**: Hacking, Social Engineering
* **Frailty**: Overconfidence
* **Gear**: Laptops, servers, networking equipment
* **Goal**: Information gathering or disruption of systems
* **Motive**: Idealism or profit
* **Nemesis**: Law enforcement and cyber security forces

### Mercenaries

* **Concept**: Guns for Hire
* **Skills**: Firearms Proficiency, Survival
* **Frailty**: Unreliable
* **Gear**: Assault rifles, grenades, body armor
* **Goal**: Contracted missions, typically involving violence
* **Motive**: Money or loyalty to a cause
* **Nemesis**: Counter-mercenary forces or rival mercenary groups

### Smugglers

* **Concept**: Lawbreakers with Connections
* **Skills**: Stealth, Navigation
* **Frailty**: Overconfident
* **Gear**: Unmarked vehicles, hidden compartments, fake documents
* **Goal**: Transportation of contraband
* **Motive**: Profit
* **Nemesis**: Law enforcement or rival smugglers

### Double Agents

* **Concept**: Deceptive Spies
* **Skills**: Deception, Intelligence Gathering
* **Frailty**: Risk-Taker
* **Gear**: Hidden cameras or recording devices, false identification
* **Goal**: Misleading opposing factions
* **Motive**: Money or ideology
* **Nemesis**: The faction being infiltrated or other factions with conflicting interests.

## Locations

### The Embassy

* The Embassy is a heavily guarded building in the heart of the city that serves as the hub for all diplomatic activity.
* Possibile encounters: Ambassador, Diplomatic Aides, Local Security Personnel

### The Bazaar

* The Bazaar is a bustling marketplace filled with vendors selling a variety of goods, both legal and illegal.
* Possibile encounters: Shady Merchant, Local Shopkeeper, Black Market Dealer

### The Safe House

* The Safe House is a hidden location where operatives can rest and regroup between missions.
* Possibile encounters: Handler, Technician, Undercover Agent

### The Palace

* The Palace is the opulent residence of the ruling elite, heavily fortified and guarded at all times.
* Possibile encounters: High Ranking Officials, Elite Guards, Servants

### The Slums

* The Slums are a poverty-stricken area of the city where crime and desperation run rampant.
* Possibile encounters: Homeless Person, Thug, Informant

### The Research Facility

* The Research Facility is a high-tech laboratory where cutting-edge technology is developed and tested.
* Possibile encounters: Scientist, Security Personnel, Prototype Robot

## Adventure Seeds

|  |  |
| --- | --- |
| D66 | Adventure |
| 11 | A high-profile politician has been kidnapped, and the protagonist is hired to rescue them. However, they soon discover that the kidnappers are members of a rival faction trying to undermine the politician’s authority. |
| 12 | The protagonist is tasked with stealing a powerful artifact from a rival faction’s headquarters. However, they soon discover that the artifact is cursed and must find a way to neutralize its effects before it’s too late. |
| 13 | A mysterious creature has been spotted in the city, attacking citizens and causing chaos. The protagonist is hired to track down the creature and eliminate it before it causes more damage. |
| 14 | A member of one of the factions approaches the protagonist with information about a secret meeting between rival factions. They offer to pay the protagonist to attend the meeting and gather information for them. |
| 15 | A group of rogue operatives from another organization are causing trouble in the city, and the protagonist is tasked with putting a stop to their activities. |
| 16 | The protagonist is hired to escort a high-value target across the city to a safe location, but they soon discover that the target is not who they seem and has a hidden agenda. |
| 21 | A faction leader has gone missing, and the protagonist is tasked with finding them before their absence causes chaos within the organization. |
| 22 | The protagonist is hired to infiltrate a rival faction’s headquarters and plant false information to disrupt their operations. |
| 23 | A powerful sorcerer has taken up residence in the city and is causing trouble. The protagonist is hired to find and eliminate them, but soon discover that the sorcerer is being controlled by an even more powerful entity. |
| 24 | The protagonist is tasked with stealing a prototype weapon from a rival faction’s research facility. However, they soon discover that the weapon has dangerous and unpredictable side effects. |
| 25 | The protagonist is hired to track down a rogue agent who has gone rogue and is selling information to the highest bidder. |
| 26 | A mysterious disease is spreading throughout the city, and the protagonist is tasked with finding the source and developing a cure before it’s too late. |
| 31 | A group of terrorists have taken over a major landmark in the city and are threatening to destroy it unless their demands are met. The protagonist is hired to infiltrate the building and neutralize the threat. |
| 32 | The protagonist is hired to provide security for a high-profile event, but soon discover that there is a plot to assassinate one of the attendees. |
| 33 | A group of criminals has taken over the city’s water supply and is threatening to poison it unless their demands are met. The protagonist is tasked with stopping them before it’s too late. |
| 34 | A powerful artifact has been discovered in the city, and rival factions are all vying to claim it for themselves. The protagonist is hired to retrieve the artifact for their faction. |
| 35 | A high-ranking member of a rival faction has defected to the protagonist’ organization and is providing valuable information. However, they soon discover that the defector has ulterior motives. |
| 36 | The protagonist is hired to rescue a group of hostages from a rival faction’s stronghold. However, they soon discover that the hostages are not who they seem and have their own agenda. |
| 41 | A group of mercenaries has been hired to disrupt a major event in the city, and the protagonist is tasked with stopping them. |
| 42 | A powerful artifact has been stolen from the protagonist’ faction, and they are tasked with tracking down the thieves and retrieving it. |
| 43 | The protagonist is hired to provide security for a VIP visiting the city, but soon discover that the VIP is being targeted by a rival faction. |
| 44 | A rogue agent has gone missing, and the protagonist is tasked with finding them before they can do any damage. |
| 45 | A powerful creature is attacking the city, and the protagonist is hired to eliminate it before it causes |
| 46 | A valuable asset has gone missing, and the team is hired to track it down. However, they soon discover that it’s not a simple case of theft, and they must navigate a web of deceit and betrayal to find the truth. |
| 51 | A new faction has emerged in the city, and they’re looking to take over. The team must decide whether to join forces with them, or to try and take them down before it’s too late. |
| 52 | A member of one of the factions is kidnapped, and the team is tasked with finding and rescuing them. But when they arrive at the location, they find that things are not as they seem. |
| 53 | The team is hired to escort a valuable asset across the city. But when they’re ambushed by a rival faction, they must fight to protect their charge and complete their mission. |
| 54 | A wealthy collector hires the team to retrieve a rare artifact from a dangerous location. But when they arrive, they find that they’re not the only ones after it. |
| 55 | The team discovers that a powerful new drug is being distributed throughout the city, and they’re tasked with finding the source and putting a stop to it. |
| 56 | A member of the team is framed for a crime they didn’t commit, and they must clear their name before it’s too late. |
| 61 | A group of rogue scientists have discovered a powerful new technology, and the team is hired to steal it. But when they arrive, they find that the scientists have already sold it to the highest bidder. |
| 62 | The team is hired to infiltrate a rival faction’s headquarters and gather information. But when they’re discovered, they must fight to escape with their lives. |
| 63 | A dangerous creature is on the loose in the city, and the team is hired to track it down and capture it alive. |
| 64 | A member of the team is kidnapped, and the kidnappers demand a ransom from the rest of the team. But when they pay the ransom, they discover that the kidnappers have no intention of letting their teammate go. |
| 65 | The team is hired to steal a powerful new weapon from a rival faction’s research facility. But when they arrive, they find that the weapon has already been activated, and they must stop it before it causes widespread destruction. |
| 66 | A wealthy businessman hires the team to protect him from a rival faction that’s trying to kill him. But when they arrive, they discover that the businessman is not who he seems. |

# Post-Apocalyptic Adventure Pack

## Setting Information

* This setting takes place 50 years after a catastrophic event.
* The location is North America, specifically the Midwest region of the United States.
* The cause of the Apocalypse was a sudden and massive solar flare caused widespread power outages and destroyed much of the world's technology and infrastructure.
* The population has been drastically reduced, and many of the survivors have banded together in small communities to share resources and protect themselves from the dangers of the new world. Traditional societal structures have broken down, and new power structures have emerged. Bartering and trade have become the primary means of exchange, and the concept of ownership has been redefined.
* Resources are scarce, and the survivors must scavenge for food, water, and other necessities. Technology has regressed to pre-industrial levels, but some relics of the old world remain. The most valuable resources are fuel, medicine, and clean water.

## Character Traits

### Concepts

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Savage | Radioman | Wastelander | Renegade | Scrapper | Survivor |
| 2 | Prepper | Mutant | Raider | Hunter | Drifter | Sniper |
| 3 | Nomad | Tinkerer | Scavenger | Soldier | Shaman | Mechanic |
| 4 | Cultist | Bandit | Marauder | Outcast | Mercenary | Smuggler |
| 5 | Exile | Hermit | Scientist | Bounty Hunter | Explorer | Saboteur |
| 6 | Cyborg | Slaver | Engineer | Thief | Gunslinger | Trader |

### Skills

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Hunting | Survival | Scavenging | First Aid | Stealth | Melee |
| 2 | Marksmanship | Negotiation | Mechanics | Cooking | Tracking | Diplomacy |
| 3 | Driving | Leadership | Crafting | Climbing | Archery | Intimidation |
| 4 | Bartering | Swimming | Trapping | Medicine | Repair | Lockpicking |
| 5 | Sailing | Tactics | Investigation | Explosives | Pickpocketing | Martial Arts |
| 6 | Navigation | Charisma | Animal Handling | Acrobatics | Hacking | Bluffing |

### Frailties

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Amputee | Asthma | Bad eyesight | Claustrophobia | Colorblind | Cowardice |
| 2 | Deaf | Depression | Epilepsy | Fear of heights | Greed | Gullibility |
| 3 | Hoarder | Illiteracy | Insomnia | Kleptomania | Loner | Muteness |
| 4 | Near-sighted | Paranoia | Paraplegic | Phobia of water | Pyromania | Sadism |
| 5 | Selfish | Short temper | Slow learner | Social anxiety | Substance abuse | Superstition |
| 6 | Technologically inept | Tunnel vision | Weak constitution | Xenophobia | Addiction to technology | Arrogance |

### Gear

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Gas mask | Crowbar | Canteen | Compass | Sling | Multitool |
| 2 | Pistol | Backpack | Binoculars | Leatherman | Shovel | Flashlight |
| 3 | Shotgun | Knife | Machete | Flare gun | Rope | Matches |
| 4 | Sniper | Net | Hammer | Gasoline | Crow | Hatchet |
| 5 | Rifle | Bandages | Rations | Water jug | Spikes | Grenades |
| 6 | Crossbow | Armor | First aid kit | Whistle | Map | Walkie-talkie |

## Special Rules

### Radiation Exposure and Effects

* Whenever a character is exposed to radiation, the player must ask the Oracle to determine the level of exposure.
* Depending on the severity of the exposure, the character may suffer negative effects to their abilities or health.
* If a character receives treatment for radiation exposure, the player may roll again to determine the effectiveness of the treatment.

### Limited Resources and Supplies

* Characters must keep track of their supplies, including food, water, and ammunition.
* Whenever a character uses a resource, the player must ask the Oracle to determine if the resource is expended.
* If a character runs out of a particular resource, they may need to find more or come up with an alternative solution.

### Faction Conflicts and Diplomacy

* Characters may encounter different factions with their own agendas and goals.
* Whenever a character interacts with a faction, the player must ask the Oracle to determine the faction's response.
* Depending on the faction's disposition, they may be hostile, neutral, or friendly towards the character.
* The player may use skills and equipment to influence the faction's response.

## Factions

### The Reapers- **Concept**: Ruthless scavengers

* **Skills**: Scavenging, Intimidation
* **Frailty**: Greed
* **Gear**: Rusty machetes, scrap armor
* **Goal**: To amass as much wealth as possible
* **Motive**: Survival at all costs
* **Nemesis**: The Enclave

### The Enclave- **Concept**: Survivors in a fortified community

* **Skills**: Engineering, Leadership
* **Frailty**: Arrogance
* **Gear**: Reinforced walls, advanced weapons
* **Goal**: To defend their community and rebuild society
* **Motive**: Hope for the future
* **Nemesis**: The Raiders

### The Raiders- **Concept**: Lawless bandits

* **Skills**: Stealth, Firearms
* **Frailty**: Impulsiveness
* **Gear**: Motorcycle gangs, homemade explosives
* **Goal**: To take what they want by force
* **Motive**: Power and control
* **Nemesis**: The Enclave

### The Cult of the New Dawn- **Concept**: Apocalyptic zealots

* **Skills**: Religious knowledge, Persuasion
* **Frailty**: Fanaticism
* **Gear**: Robes, crude weapons
* **Goal**: To usher in a new age of enlightenment
* **Motive**: To find meaning in the apocalypse
* **Nemesis**: The Enclave

### The Scavengers' Guild- **Concept**: Organized scavengers

* **Skills**: Negotiation, Resource management
* **Frailty**: Greed
* **Gear**: Maps, metal detectors
* **Goal**: To dominate the scavenging trade
* **Motive**: Profit and self-interest
* **Nemesis**: The Enclave

### The Followers of the Wastes- **Concept**: Environmentalists

* **Skills**: Survival, Medicine
* **Frailty**: Naivety
* **Gear**: Gas masks, Geiger counters
* **Goal**: To heal the land and restore balance
* **Motive**: To protect the natural world
* **Nemesis**: The Raiders

## NPCs

### "Doc" Sullivan

* **Concept**: Resourceful Medic
* **Skills**: First Aid, Surgery
* **Frailty**: Arrogant
* **Gear**: Medical Supplies, Knife
* **Goal**: Establish a Clinic
* **Motive**: Help the Sick and Injured
* **Nemesis**: Rival Medic "Sawbones" Mcgee

### "Crazy" Eddie

* **Concept**: Demolitions Expert
* **Skills**: Explosives, Engineering
* **Frailty**: Reckless
* **Gear**: Explosives, Grenades
* **Goal**: Destroy the Dam
* **Motive**: Seeking Revenge for Past Injustices
* **Nemesis**: Town Sheriff "Big Jim" Dalton

### "Whiskey" Jack

* **Concept**: Trader
* **Skills**: Barter, Persuasion
* **Frailty**: Alcoholic
* **Gear**: Goods for Trading, Shotgun
* **Goal**: Find a Safe Haven
* **Motive**: Profit and Self-Preservation
* **Nemesis**: Bandit Leader "Snake Eyes" Davis

### "Red" Roberts

* **Concept**: Bounty Hunter
* **Skills**: Tracking, Marksmanship
* **Frailty**: Hot-Headed
* **Gear**: Handgun, Handcuffs
* **Goal**: Catch the Outlaws
* **Motive**: Justice and Money
* **Nemesis**: Wanted Outlaw "Black Bart" Johnson

### "Slim" Reynolds

* **Concept**: Scavenger
* **Skills**: Stealth, Survival
* **Frailty**: Paranoid
* **Gear**: Binoculars, Crowbar
* **Goal**: Find the Lost Vault
* **Motive**: Greed and Adventure
* **Nemesis**: Raider Boss "Mad Dog" Smith

### "Gunner" Jackson

* **Concept**: Mercenary
* **Skills**: Heavy Weapons, Tactics
* **Frailty**: Greedy
* **Gear**: Minigun, Armor
* **Goal**: Protect the Settlement
* **Motive**: Payment and Glory
* **Nemesis**: Mutant Warlord "Scorcher" Jones

## Creatures

### Irradiated Coyote

* **Concept**: Mutated predator
* **Skills**: Stealth, Agility
* **Frailty**: Weak immune system
* **Gear**: Sharp claws, heightened senses
* **Goal**: Hunt and scavenge for food
* **Motive**: Survival and reproduction
* **Nemesis**: Hunters and larger predators

### Rustling Beetle

* **Concept**: Metallic scavenger
* **Skills**: Digging, Durability
* **Frailty**: Slow movement
* **Gear**: Rusty armor, sharp mandibles
* **Goal**: Gather and consume metal scraps
* **Motive**: Survival and expansion of territory
* **Nemesis**: Rust storms and large predators

### Fungal Abomination

* **Concept**: Mutated plant monster
* **Skills**: Poison, Regeneration
* **Frailty**: Slow movement
* **Gear**: Spores, acidic sap
* **Goal**: Spread and infect other organisms
* **Motive**: Survival and proliferation
* **Nemesis**: Fire and extreme cold

### Sludge Crawler

* **Concept**: Toxic amphibian
* **Skills**: Swimming, Poison
* **Frailty**: Fragile skin
* **Gear**: Slimy mucus, sharp teeth
* **Goal**: Feed on small creatures and organic waste
* **Motive**: Survival and reproduction
* **Nemesis**: Large predators and pollution

### Scrapyard Scorpion

* **Concept**: Mechanized arachnid
* **Skills**: Armor, Scanning
* **Frailty**: Electrical interference
* **Gear**: Heavy pincers, metal exoskeleton
* **Goal**: Collect and hoard valuable technology
* **Motive**: Survival and collection
* **Nemesis**: EMPs and other scavengers

### Chattering Rat

* **Concept**: Unusually intelligent rodent
* **Skills**: Stealth, Thievery
* **Frailty**: Fragile bones
* **Gear**: Sharp teeth, dexterous hands
* **Goal**: Steal and hoard valuable resources
* **Motive**: Survival and collection
* **Nemesis**: Traps and larger predators

## Locations

## Abandoned Military Base

* A former military installation that has been abandoned since the apocalypse.
* Contains weapons, ammunition, and other supplies that are highly sought after by survivors and factions.
* Possible encounters: Raiders, scavengers, military remnants

### Oasis Springs

* A natural spring that has become a hub for trade and commerce.
* Surrounded by lush vegetation and fertile soil, providing a source of fresh produce.
* Possible encounters: Traders, farmers, water thieves

### The Iron Citadel

* A fortress built by a powerful faction to defend against outside threats.
* Heavily fortified with walls, watchtowers, and armed guards.
* Possible encounters: Faction soldiers, prisoners, mercenaries

### The Dead Zone

* An area of land that was heavily affected by the solar flare and is now completely barren and lifeless.
* Highly radioactive and dangerous to enter.
* Possible encounters: Mutated creatures, scavengers, cultists

### The Underground City

* A network of tunnels and caverns that was used by survivors to escape the chaos on the surface.
* Contains makeshift living quarters, workshops, and a black market.
* Possible encounters: Smugglers, traders, outcasts

### The Red Forest

* A forest that was stained red by the radioactive fallout from the solar flare.
* Contains mutated flora and fauna, as well as valuable resources.
* Possible encounters: Mutated creatures, scavengers, botanists

## Adventure Seeds

|  |  |
| --- | --- |
| D66 | Adventure |
| 11 | A group of bandits has taken control of the only freshwater source in the area. The protagonist must negotiate with them or find a way to take them down. |
| 12 | The protagonist encounter a group of nomads who are searching for a lost artifact that they believe can help them restore some of the old world's technology. |
| 13 | A mysterious illness is spreading through one of the nearby settlements, and the protagonist must find a cure before it's too late. |
| 14 | The protagonist come across a group of survivors who are being held captive by a hostile faction. They must decide whether to rescue them or leave them to their fate. |
| 15 | The protagonist stumble upon a hidden bunker filled with valuable resources, but they soon discover that it's already occupied by a group of ruthless scavengers. |
| 16 | The protagonist is hired by a wealthy merchant to escort a valuable shipment across dangerous territory, but they soon realize that the merchant is not what he seems. |
| 21 | The protagonist encounter a group of scientists who have been experimenting with dangerous technology, and they must decide whether to help them or stop them before they cause more harm. |
| 22 | The protagonist stumble upon an abandoned military base that's still stocked with weapons and supplies, but they soon discover that it's being guarded by a dangerous mutant. |
| 23 | The protagonist come across a group of settlers who are being threatened by a powerful warlord. They must decide whether to help the settlers or stay out of the conflict. |
| 24 | The protagonist is hired by a group of traders to escort a caravan across a treacherous mountain pass, but they soon realize that the traders are smuggling illegal goods. |
| 25 | The protagonist stumble upon a small town that's being terrorized by a pack of feral dogs. They must find a way to eliminate the threat before more people are hurt. |
| 26 | The protagonist encounter a group of survivors who are on a mission to reclaim their former home from a rival faction. They must decide whether to join them or stay out of the conflict. |
| 31 | The protagonist come across a group of scavengers who have discovered a cache of valuable technology. They must decide whether to steal the technology or leave it be. |
| 32 | The protagonist is hired by a wealthy landowner to eliminate a group of dangerous mutants that are threatening their property. However, the mutants turn out to be more intelligent and organized than the protagonist expected. |
| 33 | The protagonist stumble upon a hidden underground laboratory where a mad scientist is conducting horrific experiments on living creatures. |
| 34 | The protagonist encounter a group of raiders who have taken over a local mine and are forcing the workers to extract valuable resources for them. |
| 35 | The protagonist come across a small community that's being threatened by a giant mutant. They must find a way to eliminate the threat before the community is destroyed. |
| 36 | The protagonist is hired by a group of merchants to retrieve a valuable artifact from a dangerous ruin, but they soon discover that the artifact is cursed. |
| 41 | The protagonist stumble upon a group of settlers who are being held captive by a group of hostile mutants. They must decide whether to try and rescue them or leave them to their fate. |
| 42 | The protagonist encounter a group of scientists who are searching for a way to reverse the effects of the Apocalypse. However, their experiments have unintended and dangerous consequences. |
| 43 | The protagonist come across a group of survivors who are being held captive by a group of bandits. They must decide whether to try and rescue them or leave them to their fate. |
| 44 | The protagonist is hired by a wealthy patron to retrieve a valuable artifact from a dangerous ruin, but they soon discover that the patron is not what they seem. |
| 45 | The protagonist stumble upon a group of survivors who are being terrorized by a dangerous mutant that's been stalking them for days. |
| 46 | The protagonist is hired by a faction to escort a valuable cargo through dangerous territory. Along the way, they must contend with bandits, rival factions, and harsh weather conditions. |
| 51 | The protagonist stumble upon a community of survivors who are being terrorized by a powerful creature. They must decide whether to help the community fight the creature or to stay out of it and risk the wrath of the locals. |
| 52 | A group of scavengers discovers a cache of valuable supplies deep in a dangerous area. The protagonist must compete with the scavengers to retrieve the supplies, and they may need to fight off other dangerous creatures in the process. |
| 53 | The protagonist is hired to investigate a series of mysterious disappearances in a nearby settlement. As they delve deeper into the investigation, they discover that a dangerous cult is behind the disappearances and they must put a stop to it before it's too late. |
| 54 | A powerful faction is seeking to expand its territory and is recruiting mercenaries to help them do so. The protagonist must decide whether to join the faction and fight for their cause, or to oppose them and risk becoming their enemy. |
| 55 | The protagonist is tasked with recovering a lost artifact that is said to have the power to restore technology to the world. However, they soon discover that they are not the only ones seeking the artifact, and they must fight off other factions and creatures to retrieve it. |
| 56 | The protagonist is hired to investigate strange sightings of a mysterious creature that has been attacking people in the wilderness. As they track the creature, they discover that it is not what it seems and that it may hold the key to a greater mystery. |
| 61 | The protagonist is approached by a small settlement that is being threatened by a powerful gang. The settlement can't afford to pay the protagonist for their services, but they offer them a chance to establish a foothold in the area if they help them drive off the gang. |
| 62 | The protagonist discover a hidden bunker that contains valuable supplies and technology. However, they soon discover that the bunker is being guarded by a dangerous AI that will stop at nothing to protect its resources. |
| 63 | The protagonist is hired by a wealthy merchant to escort a valuable shipment across a dangerous area. However, the protagonist soon discover that the merchant has some unsavory connections, and they may need to decide whether to complete the job or to take matters into their own hands. |
| 64 | The protagonist is approached by a faction that is seeking to overthrow a rival faction. The protagonist can either choose to help the faction in their efforts, or to try to broker a peace between the two sides. |
| 65 | The protagonist stumble upon a small settlement that is being threatened by a powerful creature. The protagonist can either choose to help the settlement fight off the creature, or to try to capture the creature and sell it to the highest bidder. |
| 66 | The protagonist is hired to investigate a strange radio signal that is emanating from a nearby location. As they investigate, they discover that the signal is coming from an abandoned military installation that is now overrun with dangerous creatures. The protagonist must fight their way through the creatures to discover the source of the signal. |

# Pirates Adventure Pack

## Setting Information

* The setting takes place during the Golden Age of Piracy, which was roughly between the late 17th century and the early 18th century.
* The game is set in the Caribbean Sea, with the main locations being various islands and coastal towns in the region.
* The political landscape of the Caribbean is highly fragmented, with various European colonial powers vying for control of the region, as well as independent pirate factions.
* Due to the lack of strong centralized authority, piracy has become a major problem in the Caribbean, with many pirates preying on merchant ships and coastal towns for loot and plunder.
* The culture of the Caribbean is heavily influenced by African, European, and indigenous peoples, and players can expect to encounter a wide variety of cultures and languages in the game.

## Character Traits

### Concepts

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Reclusive | Hunter | Charismatic | Opportunist | Savant | Drifter |
| 2 | Fearless | Scavenger | Enigmatic | Scoundrel | Mercenary | Grifter |
| 3 | Pariah | Tracker | Convivial | Trickster | Sage | Vagabond |
| 4 | Resilient | Survivalist | Diplomatic | Explorer | Hermit | Nomad |
| 5 | Ruthless | Raider | Debonair | Smuggler | Scholar | Outlaw |
| 6 | Stoic | Fisherman | Outgoing | Privateer | Engineer | Wanderer |

### Skills

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Foraging | Trapping | Hunting | Navigation | First Aid | Stealth |
| 2 | Mechanics | Repair | Blacksmithing | Carpentry | Sewing | Cooking |
| 3 | Leadership | Persuasion | Negotiation | Intimidation | Deception | Empathy |
| 4 | Scavenging | Salvaging | Exploration | Climbing | Swimming | Tracking |
| 5 | Marksmanship | Archery | Melee Combat | Hand-to-Hand Combat | Firearms | Explosives |
| 6 | Medicine | Herbalism | Surgery | Psychology | Animal Handling | Piloting |

### Frailties

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Seasickness | Greedy | Hot-headed | Cowardly | Drunkard | Arrogant |
| 2 | Liar | Paranoid | Mute | Slow | Oblivious | Reckless |
| 3 | Poor vision | Superstitious | Amputee | Bad with directions | Lazy | Hoarder |
| 4 | Easily distracted | Vindictive | Fear of heights | Fear of enclosed spaces | Short-tempered | Trust issues |
| 5 | Poor balance | Insecure | Poor swimmer | Pyromaniac | Bloodthirsty | Greedy |
| 6 | Illiterate | Fear of sharks | Fear of drowning | Fear of fire | Fear of betrayal | Bad reputation |

### Gear

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | Flintlock | Pistol | Cutlass | Spyglass | Navigation Charts | Sextant |
| 2 | Compass | Black Powder Keg | Grappling Hook | Cannonball | Grenade | Musket Rifle |
| 3 | Blunderbuss Shotgun | Bandolier | Rum Bottle | Tobacco Pipe | Hook Hand | Eye Patch |
| 4 | Wooden Leg | Pirate Hat | Leather Boots | Belt Pouch | Treasure Map | Lantern |
| 5 | Shovel | Axe | Fishing Net | Rope | Tar Pot | Bucket |
| 6 | Boarding Pike | Armor Breastplate | Sailor Hat | Barrel | Lantern Oil | Handheld Telescope |

## Special Rules

### Ship Combat

During ship-to-ship combat, players will make maneuvers, attempt to board enemy vessels, and fire cannons at their opponents.

Closed question resolution:

* **No and**: The player successfully completes their maneuver, boards the enemy ship, and fires their cannons, dealing heavy damage.
* **No**: The player fails to complete their maneuver, and takes damage from enemy cannon fire.
* **No, but**: The player completes their maneuver, but fails to board the enemy ship or fire their cannons effectively.
* **Yes, but**: The player completes their maneuver and fires their cannons, but takes damage from enemy fire or is unable to board the enemy ship.
* **Yes**: The player completes their maneuver and deals damage with their cannons.
* **Yes, and**: The player successfully completes their maneuver, boards the enemy ship, and fires their cannons with deadly precision, dealing massive damage.

### Plunder

After a successful raid, players will divide up the loot and manage crew morale based on the spoils of their victory.

Closed question resolution:

* **No and**: The crew is overjoyed with the amount of loot they receive, and morale is boosted significantly.
* **No**: The loot is divided up fairly, but morale remains neutral.
* **No, but**: The loot is divided up, but some members of the crew are unhappy with their share and morale drops slightly.
* **Yes, but**: The crew is able to divide up the loot, but morale is low due to the losses sustained during the raid.
* **Yes**: The crew is able to divide up the loot and morale is neutral.
* **Yes, and**: The loot is divided up fairly and the crew is ecstatic, resulting in a significant morale boost.

### Mutiny

When tensions are high aboard a ship, players may face mutinies or leadership challenges that threaten to tear the crew apart.

Closed question resolution:

* **No and**: The mutiny is quashed, and the crew remains loyal to the player. Morale is boosted as a result.
* **No**: The mutiny fails, but morale is low and the crew is unhappy with the player's leadership.
* **No, but**: The mutiny fails, but some members of the crew are still unhappy and morale drops slightly.
* **Yes, but**: The mutiny is successful, but the player is able to regain control and avoid a total mutiny. Morale is low and the crew is divided.
* **Yes**: The mutiny is successful, and the player is overthrown. A new leader takes over the ship.
* **Yes, and**: The mutiny is successful, and the player is overthrown. However, the player is able to regain control with the help of a loyal crew member. Morale is low, but the crew remains intact.

## Factions

### The British Royal Navy

* Concept: Powerful Navy force
* Skills: Navigation, Marksmanship
* Frailty: Arrogance
* Gear: Cutlass, Pistol
* Goal: Establish control over the Caribbean Sea
* Motive: Protect British interests and trade routes
* Nemesis: Spanish Navy

### The Spanish Navy

* Concept: Competent Navy force
* Skills: Seamanship, Boarding
* Frailty: Inflexibility
* Gear: Saber, Musket
* Goal: Assert Spanish dominance in the Caribbean
* Motive: Maintain control over valuable territories
* Nemesis: British Royal Navy

### The French Privateers

* Concept: Agile and daring privateers
* Skills: Acrobatics, Sneaking
* Frailty: Overconfidence
* Gear: Rapier, Grappling Hook
* Goal: Protect French trade routes and interests
* Motive: Financial gain through piracy
* Nemesis: British Royal Navy

### The Pirate Brotherhood

* Concept: Diverse group of pirates
* Skills: Swashbuckling, Intimidation
* Frailty: Greed
* Gear: Cutlass, Pistol
* Goal: Establish a pirate utopia in the Caribbean
* Motive: Amass wealth through piracy and raiding
* Nemesis: All naval forces and law-abiding societies

### The Maroon Rebellion

* Concept: Freed slaves and indigenous people fighting against oppression
* Skills: Survival, Ambush
* Frailty: Lack of resources
* Gear: Spear, Blowgun
* Goal: Create an independent and just society in the Caribbean
* Motive: Freedom from colonial oppression and slavery
* Nemesis: European colonial powers and their loyalists

### The Dutch Traders

* Concept: Shrewd and wealthy traders
* Skills: Negotiation, Appraisal
* Frailty: Cowardice
* Gear: Saber, Pocketwatch
* Goal: Expand Dutch trading interests in the Caribbean
* Motive: Economic gain through trade and commerce
* Nemesis: Pirates and competing European colonial powers

## NPCs

### Captain Anne Bonny

* Concept: Fearless pirate captain
* Skills: Navigation, sword fighting
* Frailty: Overconfident
* Gear: Cutlass, compass
* Goal: To become the most feared pirate in the Caribbean
* Motive: Revenge against the English Navy for killing her lover
* Nemesis: Governor Woodes Rogers

### Governor Woodes Rogers

* Concept: Ambitious colonial governor
* Skills: Diplomacy, leadership
* Frailty: Greed
* Gear: Flintlock pistol, ledger
* Goal: To bring an end to piracy in the Caribbean and establish English control over the region
* Motive: Personal gain and advancement
* Nemesis: Blackbeard the pirate

### Blackbeard

* Concept: Ruthless pirate captain
* Skills: Intimidation, marksmanship
* Frailty: Bloodthirsty
* Gear: Blunderbuss, black powder bombs
* Goal: To amass a fortune and retire as a wealthy man
* Motive: Revenge against the Spanish for enslaving him and his crew
* Nemesis: Lieutenant Robert Maynard

### Captain Calico Jack

* Concept: Charismatic pirate captain
* Skills: Persuasion, navigation
* Frailty: Lacks discipline
* Gear: Pistol, spyglass
* Goal: To find and plunder the legendary treasure of El Dorado
* Motive: Fame and fortune
* Nemesis: Pirate hunter Jonathan Barnet

### Governor Don Rafael de Eslava

* Concept: Cunning Spanish governor
* Skills: Espionage, intrigue
* Frailty: Arrogance
* Gear: Rapier, spyglass
* Goal: To eliminate all rival colonial powers from the Caribbean and expand Spanish influence in the region
* Motive: National glory and honor
* Nemesis: French pirate Olivier Levasseur

### Anne Dieu-le-Veut

* Concept: Fearless pirate queen
* Skills: Navigation, hand-to-hand combat
* Frailty: Reckless
* Gear: Cutlass, grappling hook
* Goal: To free her husband from Spanish captivity and become the most powerful pirate in the Caribbean
* Motive: Love and vengeance
* Nemesis: Admiral Juan Esteban Ubilla

## Creatures

### Kraken

* Concept: Enormous Sea Monster
* Skills: Crushing Grip, Tentacle Attacks
* Frailty: Vulnerable to fire and explosions
* Gear: None
* Goal: Sate its hunger by consuming ships and sailors
* Motive: Driven by insatiable hunger and desire for destruction
* Nemesis: Whalers and skilled sailors

### Siren

* Concept: Alluring and dangerous Sea Creature
* Skills: Hypnotic Song, Seduction
* Frailty: Weak against loud and sudden noises
* Gear: None
* Goal: Lure sailors to their doom with their enchanting voices
* Motive: Feed on the life force of their victims
* Nemesis: Experienced sailors and those with strong willpower

### Giant Crab

* Concept: Massive armored crustacean
* Skills: Pincers, Claws, and Carapace Defense
* Frailty: Slow movement on land
* Gear: None
* Goal: Defend territory and seek out food
* Motive: Basic survival instincts
* Nemesis: Skilled hunters and those with access to explosives

### Ghost Ship

* Concept: Haunted and cursed ship
* Skills: Invisibility, Possession
* Frailty: Weak against consecrated objects and holy water
* Gear: None
* Goal: Draw in unwary sailors and lure them to their doom
* Motive: To continue its curse and seek revenge against those who wronged it
* Nemesis: Ghost hunters and those with strong faith

### Giant Squid

* Concept: Enormous cephalopod
* Skills: Ink Cloud, Camouflage, Tentacle Attacks
* Frailty: Vulnerable to harpoons and sharp blades
* Gear: None
* Goal: Hunt and feed on prey, including fish, whales, and occasionally humans
* Motive: Basic survival instincts
* Nemesis: Skilled sailors and whalers

### Chupacabra

* Concept: Blood-sucking beast
* Skills: Stealth, Fangs and Claws
* Frailty: Weak against fire and sunlight
* Gear: None
* Goal: Hunt and feed on livestock and occasionally humans
* Motive: Basic survival instincts
* Nemesis: Skilled hunters and those with access to firearms and fire.

## Locations

### Port Royal

* A bustling British port town, famous for its rum and debauchery.
* The Governor's mansion: Players may have to deal with the corrupt Governor of Port Royal or his elite guards.
* The Black Pearl tavern: A popular spot for pirates to drink and gamble.

### Isla de Muerta

* A cursed island rumored to be the location of a vast treasure hoard.
* The cursed treasure cave: The final resting place of cursed Aztec gold, guarded by undead pirates.
* The Kraken's Lair: The island is also rumored to be home to a giant Kraken.

### Tortuga

* A notorious pirate haven, known for its wild parties and lawlessness.
* The Pirate King's Court: Players may have to seek an audience with the Pirate King to gain the support of his fleet.
* The Red Parrot Inn: A popular spot for pirates to relax and make deals.

### Nassau

* An independent pirate republic, founded by the infamous pirate captain Blackbeard.
* The Governor's Mansion: Players may have to deal with the Governor of Nassau, who is often at odds with the pirates.
* The Pirate Market: A bustling market where pirates can buy and sell goods, including stolen treasure.

### Shipwreck Cove

* A hidden cove that serves as a secret meeting place for pirate fleets.
* The Pirate Council: Players may have to convince the Pirate Council to support their cause.
* The Cove's defenses: The cove is protected by hidden reefs, cannons, and traps to deter unwanted visitors.

### Devil's Triangle

* A mysterious region of the Caribbean where ships and crews vanish without a trace.
* The Ghost Ship: A phantom vessel that is said to haunt the triangle, crewed by undead pirates.
* The Sea Serpent: A massive sea serpent that is rumored to lurk in the triangle's waters.

## Adventure Seeds

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| --- | --- |
| D66 | Adventure |
| 11 | A local merchant hires the protagonist to escort their ship through dangerous waters, but a rival faction is intent on stopping them. |
| 12 | The protagonist is hired to retrieve a valuable item from a hidden location on a nearby island, but a tribe of hostile indigenous people also have their eyes on the prize. |
| 13 | A notorious pirate captain offers to take the protagonist under their wing and teach them the ways of the sea, but their methods are brutal and the protagonist may be in over their head. |
| 14 | The protagonist is tasked with investigating a series of mysterious disappearances on a remote island, and soon discovers that a vengeful ghost is behind the attacks. |
| 15 | A wealthy aristocrat hires the protagonist to transport them and their entourage to a nearby island for a vacation, but a storm causes the ship to crash and the protagonist must fend off hostile creatures and factions to survive. |
| 16 | The protagonist is approached by a member of a secret society, who offers to reveal the location of a legendary treasure in exchange for their help in overthrowing a corrupt colonial governor. |
| 21 | The protagonist is hired to protect a coastal town from a group of ruthless pirates who have been raiding the area, but they soon discover that the pirates are actually working for a rival faction seeking to control the town. |
| 22 | The protagonist is stranded on a deserted island and must find a way to escape, while avoiding dangerous wildlife and hostile castaways. |
| 23 | A local tavern owner hires the protagonist to investigate the disappearance of their best bartender, and the trail leads them to a shadowy smuggling operation. |
| 24 | The protagonist is hired to transport a wealthy merchant and their valuable cargo, but a rival faction is hot on their trail and will stop at nothing to steal the goods. |
| 25 | The protagonist must infiltrate a rival faction's stronghold to retrieve vital information, but the fortress is heavily guarded and the protagonist must use all their skills to avoid detection. |
| 26 | The protagonist is hired to recover a stolen artifact from a notorious pirate, but they soon discover that the pirate is under the protection of a powerful and influential faction. |
| 31 | The protagonist is hired to hunt down a legendary sea monster that has been terrorizing the region, but they soon discover that the monster is not what it seems. |
| 32 | The protagonist is stranded on an island inhabited by a tribe of cannibals, and must use their wits and survival skills to escape. |
| 33 | A mysterious figure hires the protagonist to retrieve a powerful relic from a hidden temple on a remote island, but the protagonist soon discovers that the figure has their own sinister motives. |
| 34 | The protagonist is approached by a former crewmate who has turned traitor and is now working for a rival faction, and must decide whether to help or hinder them. |
| 35 | The protagonist must race against time to retrieve a valuable item before a rival faction can get their hands on it. |
| 36 | The protagonist is hired to rescue a group of hostages who have been taken by a ruthless pirate crew, but the protagonist soon discovers that the hostages may not be as innocent as they seem. |
| 41 | The protagonist is tasked with delivering a message to a rival faction's leader, but the protagonist soon discovers that the message is actually a trap. |
| 42 | The protagonist is hired to investigate a series of mysterious deaths in a coastal town, and soon discovers that a deadly plague has struck the area. |
| 43 | The protagonist is hired to transport a group of colonists to a new settlement, but they soon discover that the settlement is under attack by a rival faction. |
| 44 | The protagonist is approached by a member of a secret society who offers to teach them a powerful new skill in exchange for their help in a dangerous mission. |
| 45 | The protagonist is hired by a wealthy plantation owner to investigate a string of thefts occurring on their property. They soon discover that one of the owner's own workers is behind the thefts, and must decide how to handle the situation. |
| 46 | A band of ruthless pirates have been terrorizing the waters near a small fishing village. The protagonist is recruited by the village elder to help defend their community against the pirates and put an end to their attacks. |
| 51 | The protagonist is tasked with delivering a valuable artifact to a museum on a distant island, but they soon discover that a rival museum is also seeking the artifact and will stop at nothing to acquire it. |
| 52 | While exploring a remote island, the protagonist discovers a hidden temple filled with ancient treasures. However, the temple is also home to a dangerous tribe of cannibals who will do anything to protect their sacred site. |
| 53 | The protagonist is hired by a group of merchants to escort their ship through dangerous waters infested with pirate activity. However, the merchants may not be as innocent as they seem, and the protagonist must navigate treacherous waters both literal and figurative. |
| 54 | The protagonist is captured by a rival pirate crew and must figure out a way to escape before they are sold into slavery or worse. |
| 55 | The protagonist is approached by a powerful voodoo priestess who needs their help locating a rare herb needed for an important ritual. However, the herb is guarded by a dangerous creature and other factions are also interested in obtaining it. |
| 56 | The protagonist is hired to transport a wealthy noblewoman to a distant island where she plans to meet with her secret lover. However, the journey is filled with danger and the protagonist must navigate treacherous waters and treacherous relationships. |
| 61 | The protagonist is recruited by a secret society of rebels who seek to overthrow the oppressive colonial powers ruling over the Caribbean. However, their activities attract the attention of the authorities and the protagonist must be careful not to get caught. |
| 62 | The protagonist stumbles upon a deserted island rumored to contain an abandoned treasure hoard. However, they soon discover that they are not alone on the island and must outwit dangerous creatures and rival treasure hunters to claim the loot. |
| 63 | The protagonist is hired by a wealthy merchant to transport a precious cargo through treacherous waters. However, they soon discover that the cargo is actually a group of slaves being smuggled into the Caribbean, and must decide whether to help them escape or turn a blind eye. |
| 64 | The protagonist is approached by a notorious pirate captain who offers them a place on their crew. However, the protagonist soon discovers that the captain has a hidden agenda and must decide whether to stay loyal or betray their new comrades. |
| 65 | The protagonist is hired to track down a dangerous sea monster that has been attacking ships in the Caribbean. However, they soon discover that the monster is actually a rare and valuable creature sought after by collectors and merchants. |
| 66 | The protagonist is approached by a mysterious figure who offers them a map to a hidden island filled with treasure. However, the map is also being sought after by a rival faction who will stop at nothing to claim the loot. |