

## RULES IN BRIEF

(Numbers in parentheses match numbers in the "Storyteller's Guide.")

- Bendable rules** ☐ Only one rule is carved in stone: have fun. (1)
- Amnesia & General Knowledge** ☐ Although PCs suffer from amnesia, they do have as much general knowledge as the average person in 1985—maybe even a little more. (5)
- Ease = Success** ☐ When a character attempts an action that's not extraordinary, he or she automatically succeeds. (7)
- Chance: What it is** ☐ A Chance measures a character's likelihood to do something difficult or extraordinary without failing. (8)
- Standard Chance** ☐ There are two basic forms of Chance: The standard Chance applies to actions that are difficult, but not exceptionally difficult or extraordinary.
- Reduced Chance** The reduced Chance applies to actions that are exceptionally difficult or extraordinary.  
(See chart for a summary of percentages.) (9)
- Called Shots** ☐ Called shots are very specific actions—hitting a specific body part, grabbing something small or moving, etc., or *reducing* the amount of wounds a blow might otherwise inflict. In most cases, called shots are very difficult—use a reduced Chance. (10)
- How to use Chances** ☐ You can use a Chance in two ways, when determining the result of some action: success checks and Q- (Quality or Quantity) checks. (11)
- Success Checks** ☐ Success checks give simple, yes-or-no answers to the question, "Did the character succeed or fail?"  
To be successful, a character's player tries to roll a number less than or equal to his or her Chance for some action. (11a)
- Q-Checks** ☐ Q-checks answer the question, "Did the character succeed—and if so, then exactly how well does he or she do?" Here's how to make one:  
*Step 1.* Make a regular success check. If the character fails, go no further.  
*Step 2.* If the character succeeds, subtract the number rolled from the Chance. The difference equals to Success Margin.  
*Step 3.* Read the headings on the Q Table from left to right, and use the first one that fits the situation at hand.

*Step 4.* Follow the row containing the Success Margin across, until you reach the appropriate column.

*Step 5.* Interpret the code using the key below the table, or the special key for a particular skill.

*Step 6.* Apply the results. (11b)

- Q-checks: When to make them** ☐ Make Q-checks whenever:  
a) Wounds (injuries) are the possible result of an action.  
b) a skill that has its own results key is used.  
c) you wish to determine the degree of success for some action (12)

**Skills** ☐ A skill refers to something a character does better than the average person, or something few others can do at all. There are 3 levels of skill: ★, ★★, and ★★★. New characters always have one-star skill.

A skill *raises* a character's Chance to perform a particular action. (See table below.) (4, 13-16)

**Fights, Chases, Rounds** ☐ During fights and chases, use rounds to measure time. A round equals about 5 seconds of the character's lives. (17)

**What to do in a round** ☐ During a round, a character can do the following: move and/or perform one action. Usually, that action is an attack or use of a skill. (18)

**Who goes first?** ☐ To see who goes first in a round—PCs or NPCs—roll dice at the start of each round. The Storyteller rolls a die for NPCs. One player rolls a die for PCs. The side rolling highest goes first. (19)

The Storyteller decides the order in which NPCs act in a round. PCs decide their order of play amongst "themselves." (20)

**Actions: All or nothing** ☐ A character must complete everything he or she has chosen to do in a round before another character acts. (21)

**Wounds** ☐ Wounds, or any form of character injury, result from fights and dangerous actions. The Storyteller marks wound boxes on the character roster as called for by a Q-check. (4,22)

**Wound level filled?** ☐ Whenever a given level of wounds is filled, and another wound at that level

*Continued . .*

# Instant Adventure

Q Table

## COLUMNS

S  
U  
C  
C  
E  
S  
S  
  
M  
A  
R  
G  
I  
N

	A Helpless/Bound Defenders (All Attacks)	B Anything Shot or Thrown, Catastrophes Roll a die and use corresponding column	C Anything Shot or Thrown, Catastrophes Roll a die and use corresponding column	D Anything Shot or Thrown, Catastrophes Roll a die and use corresponding column	E Hand-to-Hand Attacks, Skills
		1 - 3	4 - 7	8 - 10	
0 - 4	(M) L	(M)	(L)	(S)	(L) S
5 - 9	(H) L	(H)	(M)	(L)	(M) L
10 - 29	(C) M	(C)	(M)	(L)	(M) L
30 - 49	(C) M	(C)	(H)	(M)	(H) L
50 - 69	(C) M	(C)	(C)	(M)	(C) M
70 - 94	(C) M	(C)	(C)	(H)	(C) M
95 +	(C) M	(C)	(C)	(C)	(C) M

► Use uncircled letters for unskilled, weaponless attacks. Use circled letters for everything else—skills, attacks with weapons, catastrophes, etc.

### WOUNDS KEY


S = Scratch. Like a nasty scratch from a housecat.

L = Light. Like the pain and injury from a good, solid punch or a minor flesh wound.

M = Medium. Probably broken skin and/or bones. Always a good deal of pain.

H = Heavy. Serious internal damage, like a gunshot wound in the stomach. Victim can still fight, however.

C = Critical. Massive internal damage—probably with much bleeding, shock, and pain. Victim can still fight (often at a reduced Chance).

 = Knockdown! (Attacks only) Victim is knocked down; takes all actions at reduced Chance until he or she stands up.

### CHANCES

	No Skill	★ Skill	★★ Skill	★★★ Skill
Standard	40%	60%	70%	9%
Reduced*	20%	40%	50%	75%

\* Use reduced Chance for anything shot or thrown if range is over 30', attacker is hindered, or target is moving or partially covered. (Most people can't throw beyond 60'.)

### MOVEMENT GUIDE

Movement	Max. distance (approx.)
Walking	25 feet per round
Running	75 feet per round
Swimming	15 feet per round
Climbing ladders, cliffs, ropes, etc.	5 feet per round
Driving vehicle*	75 feet per 10mph per round
Horse-back riding*	
walk	50 feet per round
trot	100 feet per round
canter	175 feet per round.
gallop	250 feet per round

\* **DRIVING DANGERS:** Characters who exceed safe speeds must pass a success check (vs. stan. Chance). If they fail, they crash, suffering catastrophic damage equal to 50% + (10% per 10mph). (Passengers may roll individually for wound column.)

City streets—max. safe speed is about 30mph  
Open road—max. safe speed is about 70mph

\* **TIRED HORSES:** Horses can't gallop for any more than 6 consecutive rounds; they must slow to a canter for at least 12 rounds before galloping again. To last a day, horses should be held to a walk or trot.

## RULES, CONTINUED. . .

is suffered, the Storyteller marks the next higher box instead. (23)

**Passing out** ☐ If a character has one critical wound, his or her player must pass a success check vs. 40% each round to avoid passing out for 1-100 minutes.

**Death** ☐ If both critical wound boxes are marked, the character dies.\*  
(In some adventures, however, death is not final. Refer to text.) (25)

**\*"Cheating" Death** ☐ Unless an adventure states otherwise, characters have a 40% Chance to cheat death, and be unconscious instead. The Storyteller erases one wound box if the character lives (leaving one critical wound). (26)

**Healing Wounds** ☐ To heal one wound box (the most severe), a character must cease all travel and fighting for 8 consecutive hours. (27)

**Catastrophes (crashes, explosions, major accidents)** ☐ Characters suffer "catastrophic injury" from crashes, explosions, and other big-scale accidents. The Chance of receiving this injury ranges from 100% to 200%. (28)

**Fires** ☐ Characters have a 40% Chance of being wounded by fire if nothing protects them from the flames.

If "successful," fire inflicts 1 medium wound per round until extinguished. It takes a least one round to extinguish the flames on burning character. (29)



## CARDS IN THIS SET

Numbers refer to the number of cards in the deck. Names in parentheses indicate the characters who may receive one of these skill cards during the adventure.

\* = Q-check needed. \*\* = Q-check key below.

### Adventure 1: The Sandman Comes

2	Medicine	Knowledge skill	(Dr. Bright)
2	*Handgun	Weapon skill	(Dr. Ross)
2	*Bargaining	Interaction skill	(Dr. Harris)
2	**Anthropology/ Archaeology	Knowledge skill	(Dr. Ross)
2	*Rifle	Weapon skill	(Dr. Bright)
2	Stunt Driving	Special skill	(Dr. Harris)

### Adventure 2: The Prophet of Darkness

2	*Sword	Weapon skill	(Pilgrim)
2	*Dagger	Weapon skill	(Learned Man)
2	**Blind	Magical skill	(Witch)
2	**Create Light	Magical skill	(Pilgrim)
2	Clear Sight	Magical skill	(Learned Man)
2	Change Color	Magical skill	(Witch)

### Adventure 3: A Feast for the Eyes

2	Dance/Acrobatics	Special skill	(Any PC)
2	*Automatic Rifle	Weapon skill	(Second PC)
2	Create Mime Show	Magical skill	(Each PC)

### Adventure 4: The Map of Halaal

2	**Spacecraft Piloting	Special skill	(Player 1)
2	*Spacecraft Weapons	Weapons skill	(Varies)
2	Advanced Engineering	Knowledge skill	(Varies)
3	Create an Item	Magical skill	(Each PC)

### \*\* Anthropology/Archaeology (Knowledge skill)

(Adventure or Storyteller determines information gained)

L = Gain at least one fact

M = Gain at least two facts

H = Gain at least three facts

C = Gain all available information

### \*\* Bargaining (Interaction skill)

L = Gain or save up to 10% on price

M = Gain or save up to 25% on price

H = Gain or save up to 33% on price

C = Gain or save up to 50% on price

### \*\* Blind (Magical skill)

L = Victim's blindness lasts 2 rounds

M = Victim's blindness lasts 3 rounds

H = Victim's blindness lasts 5 rounds

C = Victim's blindness lasts 12 rounds

### \*\* Create Light (Magical skill)

L = Light lasts 2 rounds

M = Light lasts 5 rounds

H = Light lasts 12 rounds

C = Light lasts 1 hour

### \*\* Spacecraft Piloting (Special skill)

L = Add 5% to gunners' Chances

M = Add 10% to gunners' Chances

H = Add 15% to gunners' Chances

C = Add 24% to gunners' Chances