

LESS LITTLE



A DAYTRIPPERS ADVENTURE MODULE BY TOD FOLEY

THE MISSION

MISSION

MISSION TYPE: Exploration/Into the Unknown

NODE TYPE: Known Planet

SLIP TYPE: Cartesian (DL3)

PAY: 10M ea + possible bonuses

NOTE TO GM: *Due to Flux Storm, the mission will end up in a Dream World.*

The PCs are contacted by one *SERGEI MANCUSO* of "SlipTrip Travel" (STT) who offers them a spot on the launch schedule at Diaspora Ranch *today*. It seems that the original crew bailed out at the last minute. No explanation is given. A *Slip Dynamics* roll DL 4 will allow a PC to recall a theory suggesting that flux storms may be unusually frequent along this vector.

THE MISSION – Aerial mapping of planet *Chiba III* in the newly-charted node *Borq 9* (discovered by AI Borq, a smarmy rival for the PCs). This mission is a Cartesian Slip and *should* be a cakewalk. (*Note to GM: While this is indeed the intended destination for the mission, it's not where the PCs will end up going to.*)

THE PAY – 10M per crewmember. A bonus of 20M will be paid if a full planetary map including all major settlements is delivered. Perks: The client will pay for 150mW of power and provide hotel accommodations in Sacramento. If the team has no SlipShip, the client will provide *THE GOLDDIGGER*. Crew assumes all other responsibilities.

THE TRIP THERE – On the way, a Flux Storm sends the ship into a Subjective Slip relative to 3space, forcing the pilot to defend against 2 points of hull damage at DL 7. All PCs must roll PSYCHE vs DL 3 to avoid suffering *The Fuzzies* (-1 to GRACE and -1 to BRAINS) for 1d6 hours.

THE LANDING – Exiting the storm, the ship crash-lands on asteroid B-612 - a small rock sphere roughly 100 meters in circumference featuring three small volcanos and assorted simple plantlife. Each PC must make a GRACE maneuver DL 3 to resist being mildly harmed (a few scrapes and bruises, but no Stat reductions). Survival Suits are not necessary.

This asteroid is home to *THE LESS LITTLE PRINCE*. He's a young man now, and instead of him coming to our planet, we're crashing on his. The GoldDigger is still operable, but it's dangerous to fly. An oddly-shaped machine part is needed to fix it, and there's no spare.

THE PROBLEM – There are two problems, actually. Problem one: The PCs will need to fix their ship. Problem two: They'll also need to find a way back to Home-Earth. But before they can do either of those things, they'll have to risk flying their crippled ship, or perhaps capture a flock of passing birds (requiring a GRACE roll at DL 5), then deal with a cast of neurotic NPCs, and finally pay a visit to LP-1 Earth.

SERGEI MANCUSO OF SLIPTRIP TRAVEL (THE CLIENT)

NPC

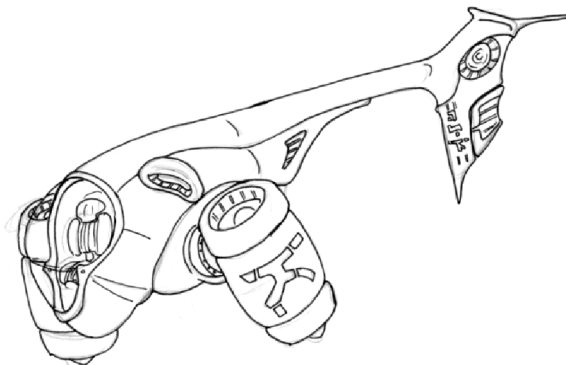
CHARM 2 Rhetoric +1

STT is a well-known purveyor of SlipTrip tourist packages. They often finance research missions to newly-discovered Nodes in search of hip travel destinations (which is their plan for Chiba III).

Mancuso is a greaseball who has no scientific or technical understanding of the buzzwords he spouts, but as a BRAINS roll (DL 2) will tell you, he's really a glorified errand boy who represents the interests of *the money people*. A successful CHARM roll (DL 3) will get him to reveal that STT hopes to build a resort in an uninhabited region of Chiba III – before negotiating any deal with the planet's inhabitants.

THE GOLDDIGGER

SHIP



Custom-designed for SlipTrip Travel, the GoldDigger is a small planetary exploration vessel built on a budget. The ship's computer answers to the name of "Digger", and possesses no special software beyond that required for vector slipping and onboard maintenance.

Construction Quality: Quirky (-1 until accustomed)

Capacity 2

Tonnage: 4

Reinforced Hull +1

Slip Capacitor

Powersource: 150 mW (25 hrs)

Automated Probe

Exterior Spotlight

Landing Gear

Longrange Scanner

Ships Computer Mk 2

Cabins: 1

Cargo 3m cu

Viewport

Value: 38M

NPCs ON ASTEROID B-612

NPC

THE LESS LITTLE PRINCE (RULER OF ASTEROID B 612)

CHARM 3 Petulant Frenzy +2 Rhetoric +1
GRACE 2

Ruler of Asteroid B-612. A spoiled, moody teenager with golden hair and an annoying laugh. He has a dysfunctional relationship with his consort *ROSE*, who alternates between treating him in a motherly fashion and a coquettish one. His libido is boiling beneath the surface, seeking a physical connection. It's a classic case of Oedipal displacement, and she isn't making it any easier. His ideas and questions on "love" (sex) are nearly all he talks about, and he never lets go of a question once he asks it. The Prince is easily enraged, and if not placated, his temper can lead him to make irrational decisions. But he's actually starved for any companionship that doesn't drive him insane with desire. He enjoys the PCs' attention, and thus he doesn't want to tell them how to get back to Earth.



If he feels that one PC is particularly "worldly" he will approach that PC looking for romantic advice.

If asked about Earth, he remembers the place clearly but claims he doesn't remember the direct route.

If he is tricked or given reason to trust the PCs, he will recount a shortened version of his journey to Earth (including the part about hijacking a passing flock of birds). He will mention other asteroids, but the only really useful detail will be that it was the Geographer on Asteroid B330 who showed him the way to the big blue planet. A PC who makes a BRAINS roll vs DL 3 will notice the direction the Prince glances while describing his avian-assisted departure: he's looking at a distant sphere floating out there in space, just barely visible. This turns out to be asteroid B-325 (home of *THE KING*).

If in addition to the above he is impressed or given some form of "tribute", he will mention the time differential: it seems that only a few seconds passed here while he was on Earth for eight days.

It is possible to seduce the Prince (CHARM roll vs DL 4), but he would never initiate this himself, and his mood afterward will not be predictable. *Rose's*, however, *will* be - if she finds out that he shared his attention with anyone but her.

ROSE (THE PRINCE'S CONSORT)

CHARM 3 Rhetoric +2 Seduce +1
GRACE 3 Claws +1 (aka "thorns")

A beautiful woman in a green gown, with curvy hips and a head of luxurious red hair. She is trapped in a narcissistic dream of her own beauty, and although she loves the Prince (in her way), she mostly thinks of herself. She is vain and demanding. She knows she's gorgeous, and she loves to hear it. In fact she *insists*.

If you flatter her enough, she'll tell you anything she knows. She doesn't know the directions to any of the other asteroids, but she does know many details about the Prince's journey. She knows about the time differential, for instance. She also knows that *THE GEOGRAPHER* and *THE BUSINESSMAN* are the best bet to help the PCs determine the wayback to *their own* Earth. But how will the PCs convince her to tell them these things?

If you anger her enough, she may tell you just to get rid of you, but there will be "thorns" involved.

NPC

LOCATIONS ON ASTEROID B-612

THE THRONE

LOCATION

It's just a chair with a skirt, really, near the third (extinct) volcano (which the Prince uses for a footstool). Hidden beneath the chair is a drawing of a box with holes in it. When looking at the drawing, any PC who fails a PSYCHE roll DL 2 will hear the sounds of a sheep softly breathing inside.

THE VOLCANOS

LOCATION

Two small volcanos, each about 2' tall, located on the opposite side of the asteroid from *THE THRONE*. Each volcano must be swept out every day (the Prince does it, using a broom that can be found nearby)

Initially sweeping out a volcano requires no roll, but each day a volcano is left unswept, the difficulty rises by 1 DL (and this requires a MIGHT action). When the "Sweeping DL" of either volcano reaches 7 it will erupt, destroying Asteroid B-612 completely.

THE BAOBABS

LOCATION

Not far from the volcanos are two small weird-looking trees, with big fat trunks turning to thick roots that burrow down into the rock. Harmless on Earth, Baobab Trees pose a much more considerable threat to small planets (and asteroids) if left unchecked.

Each day there is a 1/6 chance of a baobab seed taking root somewhere nearby. The quickly-growing sprout must be spotted and pulled up. The rules for pulling a baobab out of the ground are the same as the rules for sweeping a volcano (with a DL raising by 1 each day). When the "Pulling DL" reaches 7, the new baobab will destroy Asteroid B-612, breaking it into large chunks.

IF VOLCANOS OR BAOBABS DESTROY ASTEROID B-612, pieces of the little world will fly in all directions, and the SlipShip (if it's still there) will be lost in space.

Care to make a new crew and try to rescue this one?



TRAVEL AMONG THE ASTEROIDS

It will require a *Stellar Navigation* maneuver against DL 3 to deliberately plot a course from any asteroid to Earth, or between any two asteroids (you may only attempt to do so if you know your destination is there in the first place, of course).

If the PCs set off in a random direction before the ship is fixed, either via busted SlipShip or migrating birds, they will be taken in a direction indicated by the table below. If you roll the same planet they just left, replace it with Asteroid B-612 (The Prince):

ROLL	DESTINATION
1	B-325 - The King
2	B-326 - The Vain Man
3	B-327 - The Drunkard
4	B-328 - The Businessman
5	B-329 - The Lamplighter
6	B-330 - The Geographer

THE KING (ASTEROID B-325)

NPC

CHARM 2 Rhetoric +2

He claims to rule the entire universe, to him all men are subjects. The only real “subject” you can find around here, however, is an old rat that comes out at night. The King’s power is empty. In order not to lose face, he gives only “reasonable” orders (“*I order you to sit down*”), and only commands people to do what they already would do. E.g.: He exercises power over the sun by ordering it to set at sunset. He will order the PCs to ask him questions, and to respond to him in some way. If he realizes the PCs are lost, he will order them to find their way home.

The King knows the way to asteroids B-612 (*THE PRINCE*) and B-326 (*THE VAIN MAN*).

THE RAT (ASTEROID B-325)

NPC

GRACE 2 Stealing +1

An old rat. He speaks. If you give him something to eat, he may be persuaded to steal a bauble from the king’s throne. This bauble would be worth 5M on Home-Earth.

THE VAIN MAN (ASTEROID B-326)

NPC

With his ridiculous hat he sees himself as the richest, smartest and most handsome man on his tiny planet. To him, all other men are admirers. He even even changes the meanings of your words to make them more about himself.

He knows the way to asteroids B-325 (*THE KING*) and B-327 (*THE DRUNKARD*).

If the PCs start to leave, he will plead with them to stay, mentioning all the fun things they can do – even if they’re not as good as him. He will challenge the PCs to contests of all types, rolling his 1d6 in all Stats with no Skill bonuses.

If he wins a contest he will gloat and insult the PCs with this clear sign of his superiority, and his head will grow visibly larger.

If he loses, he will fall into doubt and self-loathing, and it will be DIFFICULT (DL4) to get any information out of his tiny head. The PCs may choose to hold back on their skill bonuses, but it must be their idea.

He will accept another challenge if persuaded, but if he fails twice in a row, his head will disappear and his suit will fall to the ground.

If he wins twice in a row, his head will expand until he floats off into space, shouting about how superior he is.

THE DRUNKARD (ASTEROID B-327)

NPC

CHARM 1 Rambling Story +1
MIGHT 3 Brawling +2

He lives alone with a collection of bottles and drinks to forget that he is ashamed of drinking. He has two mental states: the *lover of all mankind* and the *violent beast*. If you want to give your players a taste of the combat system, this is a good opportunity to do it. He knows nothing about Earth, but he may remember the little boy who arrived via birds one day.

He knows the way to asteroids B-326 (*THE VAIN MAN*) and B-328 (*THE BUSINESSMAN*), both of whom he dislikes and finds far inferior to him.

Every time anyone says anything to him, they must make a *Rhetoric* roll (DL 3) to keep him in the preferred state of mind.

THE BUSINESSMAN (ASTEROID B-328)

NPC

BRAINS 2 Mathematics +2

A large gentleman who's too busy to even light the cigarette dangling from his lips. He spends his time counting the stars, which belong to him, *"Because nobody else before me ever thought of owning them"*. Then he writes down the numbers on a piece of paper that he puts in a safe. He is too busy to formally greet the PCs. *"I have so much to do! I am concerned with matters of consequence. I don't amuse myself with balderdash."* He does, however, possess a *Star Chart* in his desk which he updates at night, with all the asteroids and planets in this solar system clearly numbered. This chart can help the PCs determine where in this universe they are, but they'll have to figure out how to get it.

The Businessman doesn't know the directions to any other asteroids, and he's too busy to be concerned.

THE LAMPLIGHTER (ASTEROID B-329)

NPC

PSYCHE 2 Ignoring Distraction +2

His planet is barely big enough for two people to stand comfortably, and rotates once per minute. His job is to light a lamp at sunset, by reaching up with a lantern on a long pole, and then to snuff it again in the morning (30 seconds later).

He knows the way to asteroids B-328 (*THE BUSINESSMAN*) and B-330 (*THE GEOGRAPHER*).

If the PCs ask about the planet and its fast rotation, he will tell them that the tiny planet is spinning faster every year – there are now 1,440 sunsets every 24 hours. He's growing fatigued from forever putting out his lamp and lighting it again, *"but orders are orders,"* he says.

If they ask him about his job, his employer or his pay, he'll say that he's been paid in advance, and that he spent all his money on "something shiny and new".

If he can get a PC to take over his job for him, even for a moment, he will pull out a shiny new gun and shoot himself in the head.

THE GEOGRAPHER (ASTEROID B-330)

NPC

BRAINS 3 Stellar Navigation +2
PSYCHE 2 Appeal to Ego +2

An old man who notes important information brought to him by explorers on his *Extradimensional Charts*. His planet is vast and magnificent, but he knows little about it because he's *"too important to waste his time browsing around"*.

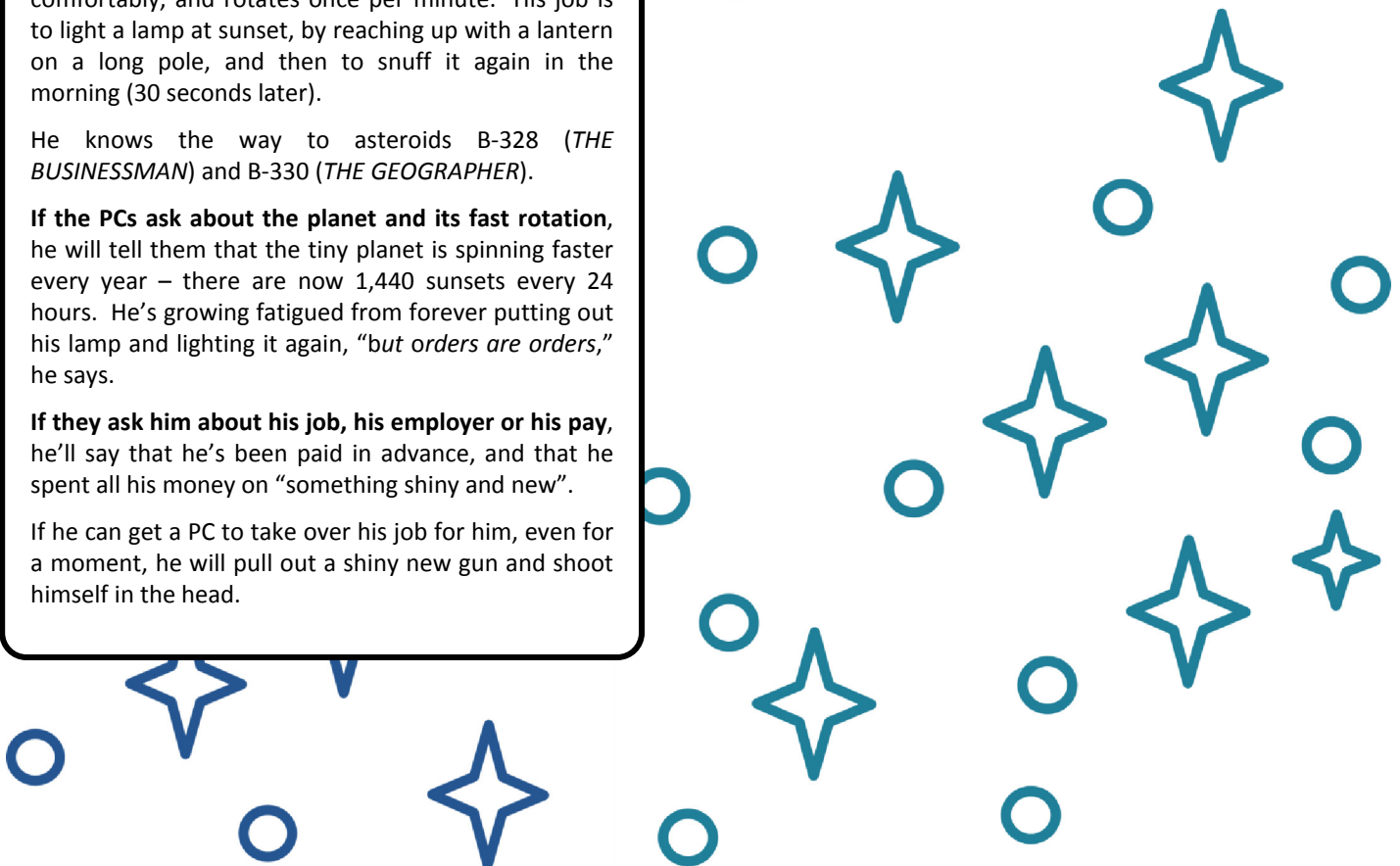
He knows the way to all the asteroids, and to Earth, but never travels anywhere because he's so important he has other people do the hard work of exploration for him. Others like you, perhaps.

He will be very interested in hearing details of the PCs' travels, if these details sound "important" enough.

If a PC fails to defend against his "Appeal to Ego" (PSYCHE), they will feel compelled to continue answering his questions for a while.

If the PCs mention Earth by name, he will remark that "that place has a good reputation" (it was he who advised the Little Prince to go there long ago, telling him the same thing).

If the PCs tell him about Earth's really BIG features (the Amazon, Mount Everest, the Atlantic Ocean, etc) he will be impressed and positively inclined.



NPCs ON LP1-EARTH



As the birds approach Earth, it becomes harder to steer them in the desired direction. The birds will touch down by a railway switching station which sits beside a small lake, just north of a desert region.

There the PCs will meet...

THE SALESMAN

NPC

CHARM 2 Rhetoric +1 Fast Talk +2

He sells pills that quench thirst, on the grounds that you can save fifty-three minutes a day if you don't stop to drink. Each of these pills provides the hydration of one liter of water. A bottle of them would be worth 1M back home.

He doesn't remember the little prince. He'll forget you too, in about 60 seconds.

THE SWITCHMAN

NPC

BRAINS 3
PSYCHE 3 Speak Fitting Allegory +3

He directs enormous trains carrying loads of unhappy people through the desert. He has a philosophical view of these passengers: he says they're unfulfilled because they only consider the points, not the lines between. He says children are the only ones who appreciate and enjoy the beauty of train rides.

He remembers the little prince quite clearly, and can tell you which direction he came from: due south, out there in the desert.

Along the way the PCs will encounter...

THE FOX

NPC

CHARM 3 Rhetoric +2
GRACE 3
PSYCHE 3

Very pretty to look at, but speaks in riddles. The Fox teaches that in order to know something, you must tame it. By "tame" he means *establish a relationship*, i.e.: unless you build a relationship with a person and get to understand him or her, that person will remain indistinguishable for you from all other people in the world—and you, too, will not be unique to him or her. "One only understands the things that one tames", says the fox, and "You become responsible forever for what you have tamed". The Fox can tell the PCs a lot about the Prince, but they'll have to tame him first. That will take 3d6 days.

Deep in the desert, the PCs will find...

THE PILOT

EVENT

He's dead of dehydration. In his pocket is a sketched map of the surrounding area, showing a spot marked with an X not far from the crashed plane (this is where the snake will be found). There are tracks all over the area. In the wreckage of the plane is a part you can use to fix your ship.

And finally...

THE SNAKE

NPC

BRAINS 3
CHARM 3
GRACE 3 Bite +3 Camouflage +2
HEALTH 3

This yellow snake is both intelligent and charming. It claims to have the power to return the PCs to their home, if they so wish. The Prince let himself be bitten, as his planet was so far away he could not take his *shell* (his physical body). Being bitten is a metaphor for death or total transformation.

Any PC bitten by the snake must make a HEALTH roll DL 6 to avoid death by its fast-acting poison. Any PC killed by the snake will awaken unharmed in their bed on Home-Earth, naked, with no proof of the mission ever having occurred. *NOTE: This is a special power the snake possesses; it is NOT necessarily true of all deaths that occur in Dream Worlds. Those kinds of questions are left to the GM.*

STICKING AROUND

PCs who do choose not to be bitten may try many things, but eventually they will figure out that there's no easy way to get back to Asteroid B-612. You can't lasso a bunch of birds to escape the Earth's gravity.

Years will pass, and then decades, before a rocket is developed that is capable of reaching the asteroids. The PCs may stow away onboard, or find another creative way to get back to the asteroid.

When they return to asteroid B-612, they'll find that only one day has passed on the asteroid for every 6 years they spent on LP1-Earth.

GETTING HOME

Players must make the following rolls to get home after the ship is fixed:

IF THE PCS HAVE BOTH THE STAR DATA FROM THE BUSINESSMAN AND SOLAR SYSTEM DATA FROM THE GEOGRAPHER, they can get back to Home-Earth with a Stellar Navigation maneuver DL 3 and a Slip Dynamics maneuver DL 4. **FOR EACH DATUM MISSING**, the DL of each roll will increase by 1. They may only try this once per day, after having gotten (or believing to have gotten) their location figured out.

IF THE PILOT SUCCEEDS IN THE STELLAR NAV ROLL BUT FAILS THE SLIP DYNAMICS ROLL, the PCs will end up on LP1-Earth. They will crash-land somewhere near the edge of the Sahara Desert and will encounter *THE SWITCHMAN*, *THE SALESMAN*, *THE FOX* and *THE SNAKE* (in that order). The encounter with the Switchman alone should be enough to inform them that they're not on their own Home-Earth, although he will have little of value to say (other than pithy metaphors).

IF THE PILOT SUCCEEDS IN THE SLIP DYNAMICS ROLL BUT FAILS THE STELLAR NAV ROLL, the PCs will end up somewhere in the universe of Home-Earth. They will then need to get their bearings (another Stellar Navigation roll DL 3) and make one more Cartesian Slip to get back home.

WELCOME BACK

When the PCs return to Home-Earth without any data on Borq 9, Mancuso will be angry. Some sort of CHARM action will be required to set the pay back to original levels.

If the PCs show him any items from the Dream World (especially the bauble or pills), take a +1 to that roll. If they mention it as a vacation destination, +1 again. Lastly, the PCs will get the right to give an official name to the Node we've been calling *LP-1*.

BONUS EXPERIENCE

In addition to the normal XP for the mission itself, PCs will receive 1 XP for every asteroid on which they...

- solved a problem
- made a friend
- obtained information they needed

ALTERNATE START

MISSION

A more cinematic way to begin the mission might be *in media res* – starting in the middle of the action – just as the Flux Storm hits the Gold Digger. The PCs will find themselves in a harrowing situation right away, and the meeting with Mancuso can be told later, in a flashback scene.

Pragmatically speaking, since the ship is provided, the pay is non-negotiable, and we're not going to end up in the Borq 9 Node anyway, it hardly matters whether the meeting scene happens first or later. It could even be told in several pieces, triggered by context.

You might decide to flash back to the meeting with Mancuso just after Digger reminds the crew of their contractual obligations, for instance, or whenever a PC says something like "How the hell did we get into this mess?"

Boom. Flashback scene.

CONVERSION TABLES

DayTrippers uses a descriptive scale which can be abstracted to apply to other game systems. For d6-based systems, all Stats, Skill Scores and Difficulty levels appearing in the module may be used as indicated. Conversions are shown below for other popular systems. "PbtA" = "Powered by the Apocalypse" (*Apocalypse World*, etc.)

CONVERTING STATS

The **Stat Score** is a logarithmic scale of 1 to 6. Normal unskilled people have 1 in every Stat. For NPCs, any Stats that aren't listed have a Score of 1. The Stats are:

BRAINS – knowledge & perception functions

CHARM – social & communicative functions

GRACE – agility & dexterity functions

HEALTH –biophysical & immunity functions

MIGHT – strength & force functions

PSYCHE – sanity & integrative functions

Stat Score	PbtA	d20	1-20	1-100
1	-1	10	8	40
2	+0	12	10	50
3	+1	14	12	60
4	+2	16	14	70
5	+3	18	16	80
6	+4	20	18	90

CONVERTING SKILLS

Skill Levels are rated on a scale of 1 to 6, with 6 representing the epitome of human accomplishment.

Skill Level	PbtA	d20	1-20	1-100
+1 = Trained	Use	-1	8	40
+2 = Journeyman	Stat	+0	10	50
+3 = Expert	Mod	+1	12	60
+4 = Master	For	+2	14	70
+5 = Innovator	Skill	+3	16	80
+6 = Legend	Roll	+4	18	90

CONVERTING TASKS & DIFFICULTY LEVELS

The Difficulty of a task is stated as a "DL" (Difficulty Level) on a scale of 1-10. The Difficulty Levels are:

Difficulty Level	PbtA	d20	1-20	1-100
1 = no-brainer	+3	0	2	10
2 = easy	+2	0	4	20
3 = challenging	+1	5	6	30
4 = difficult	+0	10	8	40
5 = hard	+0	15	10	50
6 = very hard	-1	20	12	60
7 = unlikely	-2	25	14	70
8 = ridiculous	-3	30	16	80
9 = absurd	-4	35	18	90
10 = insane	-5	40	20	100

If your game system uses descriptive difficulty levels (*FUDGE*, *Cypher*, etc), it's best to simply match up the *DayTrippers* DL term with the analogous term from your system.

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- *DayTrippers* Core Rules
- *DayTrippers* GameMasters Guide
- *Less Little* - a *DayTrippers* adventure
- *Vidome 123* - a *DayTrippers* adventure
- *Black Hole Run* - a *DayTrippers* adventure
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