



GLOBETROTTERS' GUIDE TO D-R-A-M-A-T-I-C-D-E-V-E-L-O-P-M-E-N-T-S

INTRODUCTION

A globetrotter must crawl out on the wing of an airplane to fix a broken strut while the pilot struggles to avoid crashing into the rapidly approaching ground. A thief snatches the map that leads to the lost city from their hands and disappears into the crowded market, forcing the heroes to give chase. Trapped in a small farm with a band of soldiers, the globetrotters are forced to join the defense against a host of hostile natives. Hungry cannibals will dine on the explorers unless they manage to escape their bonds and sneak out of the village before dawn. Do these situations sound like the sort of things you want your *Leagues of Adventure* characters to be involved in, but you're not sure how to pull it off? Well, look no further! This supplement contains rules for exactly just these sorts of wild and exciting events.

GROUP EXTENDED ACTIONS

Extended actions are a standard part of the *Ubiquity* rules. At their most basic, they involve one hero, perhaps with others providing a Teamwork bonus, attempting to acquire a certain number of successes through using a single Skill in order to complete a task. Group extended actions, as the name implies, are an extension of those rules, intended to involve the entire group in the completion of a complex or lengthy task, while encouraging the use of *different* Skills to complete the objective.

Group extended actions are intended to simulate things such as chases, exploring a ruin, negotiating treaties, navigating hostile terrain, and so on. In combat situations, it is more likely the standard extended actions rules will apply, with just one or two characters cooperating on a task while the rest valiantly battle the group's foes.

The key difference between group and regular extended actions is that in these rules every hero participates in the task. Although he makes a roll as an individual, his actions usually directly benefit the entire group. For instance, if one character makes an Athletics roll to close the distance to an escaping villain, then every member of the group acts as if it scored the same total. We'll have plenty of examples for you later, showcasing typical scenes. Although the rules presented below may appear complex at first glance, they are quite intuitive and extremely flexible once you learn the basics. The main thing to remember is that these are abstract rules intended for a cinematic roleplaying game

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of adventure and derring-do, and thus work differently than the standard combat round rules.

DEFINING THE SCENE

Before she can run a group extended action, the Gamemaster needs to determine the nature of the scene, the outcome, and what failure may do to the group.

For now all she needs are the raw essentials—adding in specific details come later. For instance, a group extended action might be defined as, “Chase the villain through the bustling streets of London and catch him before he disappears from sight and goes to ground.”

Armed with this basic information, the Gamemaster can now elaborate on the description at the start of the scene, describing the location exactly as she would in a combat encounter. As the extended action plays out, the scene is likely to change, opening new avenues for the characters and presenting them with new challenges they must overcome.

RUNNING GROUP ACTIONS

In a standard combat scene, the characters and villains take turns to perform actions in order of initiative. In a group extended action, initiative is optional, as the villain may be an inactive participant rather than an active one. That is, only the characters’ rolls directly affect the outcome of the scene. Whether or not initiative is used is left to the Gamemaster to decide. If she elects not to roll, then the characters can act in any order, even changing the order in which they take actions on a turn-by-turn basis. Every character, however, must act.

THE PASSAGE OF TIME

Because a group extended action is abstract, so is the passage of time. A “combat turn,” the time it takes to perform an action, might represent a few seconds as normal, several minutes, one hour, a day, or even an entire week, depending on the nature of the task. For instance, a chase through the streets of London is likely to be run in standard combat turns (about six seconds), whereas scouring Cairo’s libraries and museums for clues to the location of a lost pharaoh’s tomb might take an entire day per roll.

SKILLS

Characters can use either Skills or Attribute rolls in group extended actions. For brevity we refer only to Skills below.

In a group extended action, every character must take

one Attack action each turn. Every character must act, but one may delay his action in order to use Teamwork (see below).

Don’t bother with Move actions, even in a chase—it’s logical that the party is moving, either at a cautious walk or full sprint during the extended action. As a general rule, running does not forfeit the character’s Attack action for the round. Remember, this is an abstract set of rules intended to promote fun and dramatic play, not stifle player creativity by strict adherence to the existing rules.

The character’s choice of Skill is up to him. He should pick whatever he thinks best fits the scene, his intended action, and, of course, gives him the best chance of success. However, repeated use of the same Skill should be discouraged and even penalized or disallowed.

Players should be encouraged to describe their character’s action, not just designate Skills and roll dice. Players are both actors in and the audience of an adventure movie—performing exciting stunts and giving cool descriptions should be rewarded with Style points. Without this description, a group extended action becomes a boring series of “I roll this” and “I roll that.”

SKILL USE

Although certain Skills will be more suited to the action than others, group extended actions are, for the most part, intended to be dramatic and encourage creative and collaborative roleplaying. In order to prevent characters from using their highest Skill turn after turn or from relying on the same Skill for every player, the Gamemaster may wish to use one of the following options. Keep in mind the size of the group when deciding which rule to apply—four characters will probably have more Skills at their disposal than just two characters.

- * Each time the same Skill is used during the extended action a cumulative –2 penalty is incurred, regardless of who performs the action. This works for extended actions where 10 or fewer successes are required, but it gets very restrictive when the group needs more.

- * Each character may use a specific Skill only once during the extended action. Thus, once a given character has attempted an Athletics roll, he cannot use it again.

- * Skills may be reused, but each specific Skill may be used only once a turn, regardless of how many characters are in the group. Thus, once the first globetrotter uses Linguistics, the others must wait until the next round before they can use the Skill.

- * Each Skill may be used a set number of times throughout the extended action, regardless of which character uses the Skill. As a general guideline, a Skill may be used just once for every 10 successes required to complete the extended action. Thus, a task with 30 successes permits the same Skill to be used a maximum of three times.

- * No Skill is restricted. The characters can all use the same Skill round after round. This is ideal for extended group actions where repeated use of certain Skills is logical, such as in navigating the wilds or mass battles.

Regardless of which option you use for a given group extended action, encourage the players to use different Skills, and reward those who do in entertaining or clever ways with a Style point. Characters who rely solely on the same Skill should never lose Style points, but they should not earn them either, even if they perform dramatic stunts.

KEEPING THE GROUP TOGETHER

Despite just one character making each roll, he is generally doing so on behalf of the entire group. For example, if a character successfully uses Ride to bring his horse level with a runaway train, then it is easiest to assume the entire party moves to the same position so you don't have to begin tracking relative positions.

However, in some circumstances actions will only benefit the individual who made them. In general, such actions do not count toward achieving ultimate success. For instance, if a globetrotter leaps from a horse onto the side of the runaway train, then only that character has managed to board the train.

Gamemasters should try to keep the party together for the sake of progressing the narrative, but common sense must always apply.

Example: *The heroes are trying to sneak into a native village and rescue a captive. Herr Reismann is the only party member with Stealth. If he makes his Stealth roll, then the entire party is deemed to be sneaking along behind him, the Prussian explorer telling them where to tread and when to duck to avoid being seen.*

TEAMWORK BONUSES

Logically, the best thing the characters can do to ensure success is use teamwork, where applicable, to support the character with the highest dice pool in the hope of getting a lot of successes.

While this makes perfect sense from a purely game mechanics point of view, it does nothing to encourage creativity or promote acts of derring-do among the group as a whole. In cinematic terms, it would look extremely dull on the big screen if the main hero kept repeating the same action over and over. As such, a maximum of one character per turn may provide a Teamwork bonus.

Note that in extended actions where the villains get to roll dice (see below), they never use Teamwork.

TAKING THE AVERAGE

Depending on the type of failure used and the group's dice pools, the Gamemaster may disallow Taking the Average. While it is a standard die mechanic, group extended actions are intended to be dramatic, and there is no drama without the risk of failure.

In general, Taking the Average should only be allowed when the extended action is time-sensitive, or the characters suffer damage each turn the overall task is left uncompleted. While the characters can accrue a small

number of successes each action, the time limit or damage is a natural encouragement to risk rolling the dice in the hope of ending the venture sooner.

RESOURCES

The Gamemaster must decide whether or not a Resource Skill bonus can be applied. This should be based on the Skill being augmented, the nature of the group extended action, and the Resource.

For instance, a character with Contacts (Political) likely can't use his Contacts' knowledge if aboard an airship caught in a storm, but by dropping a name or two he might be able to gain a bonus to convince the officious bureaucrat at the customs post to let him through without checking his baggage. Similarly, a member of the Automobile Club can use his Rank bonus on a Diplomacy roll to secure help from a maharaja if he knows the nobleman has an interest in jalopies, but it's of little help in trying to wheedle information about the location of a lost city out of a Prussian archaeologist with no interest in automobiles.

TALENTS

Certain Talents provide a fixed bonus to Skills. So long as the appropriate Skill is being used, these apply as normal during a group extended action. Other Talents must be adjudicated by the Gamemaster, based on specific circumstances and the nature of the scene.

For instance, the Run Talent doubles a character's speed when running. Since extended actions forgo the measurement of distances, the Gamemaster might decide to grant a character a +2 bonus if he uses Athletics to try and close the gap to a fleeing foe during a short duration chase scene. The bonus probably doesn't apply in chases where a combat turn is measured in hours or days—the character likely couldn't keep up a run for that long.

SKILLS WITHOUT SUCCESSES

On occasion, a character might make a Skill roll that does not push the extended action toward completion. For instance, a character might ask to make an Intelligence roll to see if he knows of a shortcut, has visited a location before, or knows a specific person in their path. Another might use his Strength to bar a door, preventing guards from following the characters, use Brawl to knock out a sentry, or use Athletics to leap from the back of a horse he is sharing, thus gaining him his own mount and enabling him to use his Ride Skill on future turns.

Successes gained from such actions may affect the story, but they do not increase the accumulated successes needed to complete the task.

Example: *The party is exploring the Indian jungle. On her action, Clara asks if there are any elephants around. The Gamemaster allows her a Perception roll. She succeeds, and learns there is fresh elephant spoor. After a brief search, she locates one eating the vegeta-*

tion. Although this scores nothing toward the party's successes, she can now use her Ride Skill on subsequent rounds.

In keeping with the Keeping the Group Together rule, although the elephant is moving faster than those on foot, it is also trampling down the undergrowth, making progress easier for those trailing behind. Thus, the party retains cohesion despite the speed difference.

MOVING THE ACTION FORWARD

At the end of each character's action, the Gamemaster should interpret the result and describe the outcome.

While this presents the characters with a clear reference to how well they are doing and how near they are to victory, it also gives the Gamemaster chance to insert new information or change the scene, advancing the narrative of the extended action and giving the heroes new problems to overcome. This in turn may bring other Skills into play, preventing the action from grinding to a halt as the characters start to run out of useful Skills.

Example: *Herr Reismann stealthily leads the group through the native camp. The Gamemaster says, "You sneak past the outer sentries and into the main camp. You can see a large hut ahead, probably that of the chief. As you prepare to move forward, two warriors emerge from a nearby doorway. Looks like they're heading your way!"*

Whoever gets to act next might try Diplomacy or Intimidation to get the warriors to move aside, use Acrobatics to tumble past them, Brawl to shove them aside and clear a path, or Con to distract them.

DIFFICULTY

The Difficulty of the task is determined by the Gamemaster. In most instances it should be based on the player's choice of Skill in relation to his description of the action and the intended outcome. The more plausible and directly applicable a Skill is to the action, the lower the Difficulty. However, even the most applicable Skill has a minimum Difficulty of two.

Other Difficulties might be set by a NPC's attributes. For instance, questioning a subject might have a Difficulty equal to the captive's Willpower rating, while tricking one is likely to be set against his Intelligence.

Example: *The Globetrotters are chasing a suspected saboteur through the crowded streets of London. One of the heroes wants to discharge his revolver in order to cause the crowd to move aside. He proposes a Firearms roll, saying he will fire at the walls to amplify the blast and make it louder, and avoid hitting anyone.*

The Gamemaster ponders this, and decides the Difficulty is 5—firing a gun in the streets may well cause a panic, with frightened citizens blocking the route in their bid to escape the madman firing at them. Thus, it is more a liability than an aid.

Had the character opted for Intimidation, perhaps barking out, "In the name of the law, let us through!" the Gamemaster would have lowered the Difficulty to 3—the street is noisy and full of people, so the command might not be heard.

MODIFIERS

Group extended actions rarely take place in static, empty environments. Fields and roads are uneven, forests require maneuvering between trees, castles have creaky floors, modern streets are crowded or slippery with horse dung, airships toss and buck in howling winds, ruins are littered with traps or debris, and darkness can make it hard to pursue quarry. Such factors affect the characters by imposing modifiers. Of course, not every action taken during a group extended action will be affected by environmental conditions, no matter how prevalent they are.

For instance, making an Athletics roll to sprint across toppled columns while trying to work a path through a herd of goats might incur a -4 penalty for the twin impediments. However, these environmental conditions have little impact on an Animal Handling or Intimidation roll to shoo the goats along, or on a character who uses Perception to keep an eye on the fleeing quarry.

Positive modifiers are usually awarded based on character decisions. For instance, if they are infiltrating a noble's castle on the night of a costumed ball, donning masks gives them a +2 bonus to fool guards or servants into thinking the infiltrators are actually members of the coven. Similarly, a character who moves in high society likely knows a few names or turns of phrase that could be used to fool sentries in a similar manner.

ENDING THE ACTION

A group extended action typically reaches its conclusion in one of three ways.

- * The party secures a set number of successes. Typically, an easy action requires just 10 successes, a moderate one 20 successes, an arduous task 30 successes, and a herculean endeavor 40+ successes.

The number of successes should be modified to suit the characters' competency. If the average rating of Skills likely to be used is 8 or higher, then even a simple task might require 20 successes. Conversely, if the party is sorely lacking in useful Skills, a herculean endeavor might be lowered to 30, or even 20, successes. The overall requirement for victory might be lower, but without the right Skills securing victory is no less arduous.

- * The characters fail (see below).

- * The nature of the action might prematurely and permanently change, invalidating the rest of the extended task. For instance, the characters end their attempt to

sneak through the natives gathered at the base of the pyramid where a captive is about to be sacrificed and instead decide to draw their guns and try a more aggressive approach.

BREAKING DOWN ACTIONS

Although a task usually has one overall objective, reaching it might involve one or more shorter tasks. Each of these small tasks should be completed when the characters reach a set number of successes.

For instance, the characters have to infiltrate a scientist's house, locate important papers, and then make good their escape. The Gamemaster decides to split the extended action into three scenes. The first, the infiltration, requires 8 successes; the second, finding the papers just 4 successes; and the escape a further 8 successes.

Each task is normally isolated from the next one. That is, excess successes from one extended scene do not carry over to the next—they are simply lost. However, Gamemasters may carry these over if they feel the successes would help in the next scene as well.

The advantage of designing smaller tasks is that while a character might not have a Skill set suited to one part of the overall task, he may shine in another.

Example: *Using the example above, the characters have managed to sneak into a Member of Parliament's house and are searching for incriminating letters that prove he is working for Doktor Carnage. So far the group has accumulated a total of 10 successes. They need just two more to find the papers.*

Cecilia makes a Perception roll and scores a huge 8 successes! In a single scene task, the party would now have secured 18 successes and be close to escaping (the Gamemaster could rule that during the search Louis uncovered a reference to a secret passage leading from the politician's study). However, because each scene is a separate extended action, Cecilia scores 2 successes, enough to complete the second part of the endeavor.

Escaping with the evidence still requires the party to accrue another 8 successes.

THE PRICE OF FAILURE

The characters may be heroes, but success is not guaranteed. If group extended actions simply allowed the players to keep rolling dice until they succeeded then there would be no drama, and little point in actually rolling the dice. Hence, the possibility of failure must always be worked into each task.

Failure can take many forms. Some options for failing a die roll are presented below. The list is not exhaustive, and Gamemasters are strongly encouraged to come up with their own ideas suited to the specific task.

Similarly, these suggestions need not be used in isolation, and in some cases they impose no overall chance for failure by themselves. By combining two or more ele-

ments, the Gamemaster can create a unique set of failure conditions for a specific task.

Regardless of the option chosen, failure in the group extended action should not mean the entire adventure comes to a sudden halt. Failure may result in reprimands, loss of reputation, or loss of equipment, but there must be an avenue open to continue the game.

For example, perhaps a storm wrecks the heroes' airship. While the Gamemaster could rule they fall from the sky and die, he decides they crash land on a small island. Although they have lost their only mode of transportation and much of their personal equipment, they are alive. Maybe they can build a raft, or they discover Prussian sailors using the island as a secret base to raid British shipping. The group's misfortune may be a blessing in disguise, as not only can they steal a ship, but they can rid the sea of Britain's enemies at the same time.

* **Damage:** At the end of each round, after every character has completed one action, they, their mounts, or their vehicles, as appropriate to the task at hand, take damage. Damage may be lethal, representing actual physical harm, or nonlethal, representing physical and mental fatigue, or non-life threatening injuries like bruises. Such damage is typically applied automatically, ignoring all Defenses. For instance, if the characters are trying to rescue someone from a burning house, they suffer one automatic nonlethal wound from smoke inhalation and the heat of the blaze at the end of each turn until the task is completed.

* **Increased Difficulty #1:** Each failed roll makes the heroes' task much harder to accomplish. If the party is chasing someone, a failure might mean they are further away, increasing the odds their prey will escape.

Each failure increases the Difficulty of every action by one point. Eventually the Difficulties will get so high that the characters have no hope of success and will be forced to abandon their endeavor.

If the Gamemaster decides to use this, he should allow the characters to lower the Difficulty penalty by one point by forfeiting all the successes from a successful roll. For instance, due to a run of bad luck the characters are at +2 Difficulty to all actions and they still need another 9 successes to achieve victory. The next character to act manages to score 2 successes. He elects to forfeit these. The group still needs 9 successes, but the task is now slightly easier as the Difficulty is only +1.

* **Increased Difficulty #2:** As above, except only the Difficulty of the next roll made by one of the characters increases by 1. After this, the Difficulty resets to normal.

* **Individual Peril:** A character who fails a roll may be placed in individual peril. Actions used to rescue him do not garner successes toward the greater goal—such is the price of failure. For instance, a character who fails to leap from his horse onto a carriage roof is clinging on by his fingertips. He can drag himself up with a Strength or Athletics roll, or nimbly flip onto the roof with an Acrobatics roll next turn, but his action does not accumulate successes toward completion of the extended action.

* **Three Strikes:** The characters fail the group ex-

tended action if they score three failures before reaching the required number of successes.

* **Time-Sensitive:** The characters must achieve the required number of successes in a fixed time period (such as six turns) or they fail the task automatically. A failed roll has no effect beyond wasting valuable time. As time and time wait for no man, there is nothing the heroes can do to claw back lost time caused by failed rolls.

* **Zero Successes:** Each level of failure subtracts from the heroes' accrued successes. For instance, a hero rolls two successes on a Difficulty 4 action. The party loses two successes from their accumulated total. Should the total ever reach zero (or lower) at the end of a turn (after every character has taken an action), then the group extended action is a failure.

VILLAINOUS DICE

In most group extended actions, the focus of the story is centered solely on the player characters—they are the stars of the adventure, and it is their actions that determine success or failure. The villain might be running away, scouring the library for the same information as the characters, or even priming an Armageddon Bomb, but his actions have no direct impact on play outside of the Gamemaster's narrative.

This complication allows the villain to roll dice each turn, making him an active participant in the scene. If the Gamemaster is using initiative, then he takes his turn as normal. When initiative is not used, the villain always rolls last. His successes subtract directly from the party's accrued total. This is best used with the Zero Successes failure option.

OPPOSED ROLLS

This optional rule is intended primarily for combat scenes within a group extended action. Instead of slowing down the action by resorting to the regular combat rules, things are handled abstractly.

Rather than the hero facing off against one specific foe, the roll simulates a short period of time during which the character may face and defeat several opponents.

When a character uses a combat Skill, such as Brawl or Melee, against an enemy who can fight back, the Gamemaster rolls dice for the opponents. For ease, most minions have a pool of 6 dice. This covers both his attack (including his weapon's damage dice) and Defense, which for these purposes only is combined into a single abstract action.

If the hero beats the villain's roll, he kills one or more enemies. Unless the extended action is a battle, every two whole successes over that of his enemy counts directly toward the overall number of successes the group requires to complete the task. If the villain wins, the character suffers automatic damage—Defense is not used—equal to the difference in successes.

SAMPLE ACTIONS

Detailed below are a number of generic group extended actions. Gamemasters may use them straight from the page or modify them to fit a specific situation.

CHASE

Whether mounted on beasts, in an airship, carriage or automobile, or on foot, the characters are chasing someone. The chase might take place across open country, through the crowded streets of a modern city, or through the crumbling remains of an ancient ruin.

Difficulty: Variable. Most Difficulties will be 2 or 3.

Suggested Skills:

The Skills used will vary by the terrain and mode of transportation available.

- * Acrobatics (swinging on poles, rolling under vehicles blocking one's path, dodging through crowds)
- * Animal Handling (urging mounts on)
- * Athletics (climbing, jumping, running, swimming)
- * Empathy (second-guessing a quarry's likely route)
- * Craft: Carpentry (building a raft to cross a river)
- * Intelligence (knowledge of a city layout)
- * Intimidation (ordering crowds to part)
- * Perception (looking out for signs of the quarry)
- * Piloting or Ride (if vehicles or mounts are used)
- * Spying (blending in with the crowd so the quarry cannot tell how close you are)
- * Stealth (avoiding detection, so luring the quarry into a false sense of security)
- * Streetwise (questioning locals as to whether they have seen the heroes' quarry passing through)
- * Strength (pushing through crowds)
- * Survival (navigating through woods, finding shortcuts, tracking)

Skill Limit: Each Skill may be used only once per combat round, and no individual may use the same Skill more than twice during the extended action.

Time: The chase might be a short one, with combat turns measured in minutes, or represent a lengthy pursuit across an entire country, with each turn being a day or a set number of miles.

Success: Chases typically need 10 to 20 successes. Once they reach their total, the characters catch up with their opponents, at which time the extended action ends and normal play resumes. In order to prevent the foe from simply running away again, success usually means he has been cornered. Of course, he may actually have led the globetrotters to a predetermined point, where his henchmen lie in wait.

Failure: Three failures allow the quarry to escape, forcing the characters to find alternate means of completing their goal. At the Gamemaster's discretion, the

villain is allowed a single Skill roll each round. If there are multiple villains, roll once using the highest Skill, not for every villain involved. Successes subtract from the globetrotters' successes.

ESCAPING CAPTIVITY

Whether they're in the hands of hostile tribesmen, insane cultists, a criminal gang, an evil mad scientist who plans on testing his latest death trap, or dastardly Prussians, the globetrotters have been captured. First they must escape from their cell. After that, they must escape from the prison in which they are being held.

Difficulty: Variable based on the nature of the action and the level of security. For example, sneaking through the corridors of a Prussian castle bristling with guards might be Difficulty 4, whereas throwing a makeshift hook to grab keys left on a nearby table might be Difficulty 2. Similarly, the cell in a Prussian fortress is going to be harder to escape from using brute force than a wooden cage in the natives' village.

Suggested Skills:

- * Acrobatics (crawling through narrow gaps, squeezing through bars)
- * Athletics (climbing, throwing a makeshift hook to grab keys)
- * Brawl (overpowering guards, potentially giving the heroes access to weapons and thus other combat Skills)
- * Con (bluffing guards, creating a ruse that draws a guard into your cell)
- * Craft (manufacturing a makeshift lockpick)
- * Demolitions (unlikely you'll have a bomb in your cell, but you might find explosives once you escape)
- * Empathy (determining which guards might be bribable or fall for ruses)
- * Intelligence (deducing the likely layout of the prison based on similar knowledge or logic)
- * Larceny (avoiding alarms, picking locks, palming a key or lifting one from the guard's belt as he throws you into the cell)
- * Linguistics (listening to guards' conversations)
- * Science: Engineering (deducing whether the cell has a weak point)
- * Strength (bending bars, smashing down doors)
- * Stealth (avoiding guards)

Skill Limit: No Skill may be used more than three times in total during the extended action, no matter which characters makes the rolls.

Time: Variable. The Gamemaster determines the passage of time based on individual actions.

Success: In order to escape captivity, the characters must secure 20 successes in total. The Gamemaster breaks this into two separate extended actions. The first, escaping the cell, requires just 5 successes. Once these are achieved, they must escape the actual prison, a task needing 15 successes. Extra successes gained in the first part do not count toward the second task.

Failure: Three failed rolls lead to the heroes being recaptured and placed in a more secure holding facility. Any accumulated successes are lost.

FIND THE PAPERS

The characters have to sneak into a building and find specific papers. This extended action might involve infiltrating a European government's embassy and swiping top secret plans, locating a map kept in a temple and guarded by natives, recovering a love letter that might incriminate a powerful person, locating ledgers that prove a businessman is involved in black market schemes, swapping real papers for false ones, uncovering evidence that proves a suspect innocent or guilty, retrieving a missing mad scientist's blueprints before someone else acquires them, and so on.

This extended action is divided into three separate tasks—gaining entrance, finding the papers, and escaping. The first and third tasks involve similar Skills, while the second requires a different set.

ENTERING & ESCAPING

Difficulty: Base Difficulty is set by the Gamemaster based on the nature of the action. Any roll to locate the papers is Difficulty 4.

Suggested Skills:

- * Animal Handling (pacifying guard dogs)
- * Con (bluffing guards or servants, or acting like you own the place)
- * Empathy (deducing alertness of guards or servants)
- * Intelligence (deducing the likely layout of the building based on similar knowledge or logic, calculating the patrol pattern of sentries)
- * Intimidation (guards or servants generally respect authority figures, even if they don't recognize them)
- * Larceny (opening locks)
- * Linguistics (listening to the conversations of guards or servants, reading signs on doors)
- * Perception (detecting guards or servants)
- * Spying (bribing guards or servants, acting unobtrusively to avoid drawing attention, forged papers)
- * Stealth (avoiding alarms or being seen)

Skill Limits: Each time the same Skill is used during the extended action a cumulative -2 penalty is incurred, regardless of who performs the action. Entering and escaping are separate extended actions.

Time: Variable. Sneaking through corridors might take just a few seconds, but searching a room might take 10 minutes.

Success: Finding the right area requires 8 successes. Once the papers are found (see below), escaping also requires 8 successes.

Failure: Any failure means the heroes encounter someone. It might be a small squad of guards or a curious. These must be bluffed or defeated in some manner. If victorious, the characters may continue their search.

However, more failures automatically mean more people are encountered as the alarm is raised.

FINDING THE PAPERS

This extended action can be lengthened and run separately, such as when trying to find a specific tome in a disorganized library or a map in a jumbled collection. Typically, the Failure rule should be amended so that three failures cause the heroes to run out of time (maybe the library is closing, or a rival is searching the same building and finds the papers first).

Difficulty: Varies Difficulty 2 if the papers are in plain sight, rising to Difficulty 5 if they are cunningly concealed (such as in a secret compartment of a desk).

Suggested Skills:

- * Academics or Science (applicable depending on the nature of the papers)
 - * Bureaucracy (recognizing specific types of papers)
 - * Intelligence (deducing likely hiding places)
 - * Investigation (searching stacks of papers, solving a puzzle lock)
 - * Larceny (safecracking, picking locks on drawers)
 - * Linguistics (determining whether the papers are the right ones)
 - * Spying (speed reading)
- Skill Limits:** Each time the same Skill is used during the extended action a cumulative -2 penalty is incurred, regardless of who performs the action.
- Time:** 10 minutes per roll.
- Success:** Finding the papers requires four successes.
- Failure:** As above.

INTERROGATION

In order to progress with the adventure, the characters must garner important information from someone who doesn't want to impart it. Depending on the circumstances, the interrogation might be overt (such as when questioning a captive) or covert (wheedling information from someone without them knowing).

Although nothing in the rules prevents the globetrotters from torturing their foes, such activity is most assuredly the work of cads and bounders. It's the sort of thing the heroes are likely to suffer, but something they should avoid inflicting on others, no matter how vile their foe may be. If word of the despicable act reaches polite society, the character may acquire the Bad Reputation Flaw.

Difficulty: Equal to the captive's Willpower. It may be raised by one (or more rarely two) if the target fears the repercussions of talking more than he does his interrogators. An intoxicated target lowers the Difficulty.

Suggested Skills:

- * Anthropology (cultural knowledge that may provide valuable insight)
- * Bureaucracy (knowing which questions to ask of officials or the right manner in asking)

- * Con (tricking or seducing the captive into revealing information)
- * Diplomacy (negotiating with the captive)
- * Empathy (reading body language, detecting lies)
- * Intimidation (threats or torture)
- * Investigation (interview technique, piecing together snippets of information)
- * Linguistics (deciphering veiled information, lip reading)
- * Spying (knowing how much to bribe someone)

Skill Limit: A Skill may be used only once per turn.

Time: One hour, one day, or one week per turn.

Success: Basic information requires 10 successes, rising higher for more secret information.

Failure: Three failed Skill rolls means the prisoner cannot be broken by any means—his will is simply too strong. The heroes are going to need another prisoner.

INVESTIGATION

The character seek information. This might pertain to the whereabouts of a kidnapped person, the headquarters of a shadowy and sinister organization, the final resting place of an ancient relic, or the location of a powerful bomb whose timer is ticking down toward zero.

Difficulty: Variable. Difficulty should be based on the level of secrecy surrounding the information, the power of an organization, or the antiquity of the object sought.

For instance, locating a missing explorer in a rural village might be Difficulty 2 if she has simply wandered off, rising to 4 or 5 if she has been kidnapped by a sinister cult. Something like finding the resting place of the Ark of the Covenant might be Difficulty 7 or 8, and unmasking the head of a secret society Difficulty 8 or higher.

Suggested Skills:

- * Academics: History (ancient clues, similar patterns)
- * Anthropology (myths often make a good starting point, especially for lost cities or legendary relics)
- * Art (detecting sacred geometry in paintings, spotting symbolism or other hidden references)
- * Bureaucracy (gaining access to documents, dealing with officials)
- * Con (tricking people who may hold clues into revealing what they know)
- * Connoisseur (identifying brands of tobacco that might lead to a specific tobacconist)
- * Empathy (determining if someone is lying or understanding their motives)
- * Intimidation (coercing information)
- * Investigation (studying crime scenes, interviewing witnesses, trawling through libraries)
- * Linguistics (breaking coded messages, lip reading suspects' conversations)
- * Perception (eavesdropping)
- * Spying (bribes, using forged documents to gain access to restricted archives, glancing at paperwork on someone's desk)

- * Stealth (tailing a suspect)

- * Streetwise (following up rumors, finding leads to people who may have pertinent information).

Skill Limit: A specific Skill may be used only once per combat turn.

Time: Varies. At minimum, each turn represents a day. Trying to investigate well-protected or forgotten information might allow one roll per week, month, or year.

Success: Varies. Finding something trivial may require 10 successes, while finding extremely old or protected information might require 40+ successes.

Failure: Each failed roll increases the Difficulty of all subsequent actions, either because the party is following a false trail, they are exhausting potential sources of information, or because someone is placing obstacles in their path. Three failures leads to a dead end, forcing them to begin the investigation from scratch (all successes are lost). Worse, if the party is investigating a person or organization they are alerted to the characters' interest in their activities.

MASS BATTLE

While in most adventures the heroes will be exploring and investigating, the globetrotters may find themselves accidentally drawn into a conflict, or forced to protect themselves from a horde of angry natives.

Although it never appears in any of the movies, there is a mass battle in King Solomon's Mines.

Difficulty: All combat Skills are opposed by the enemy's generic rating of 7 dice. Other Skills are typically opposed by the enemy commander's Intelligence. An incompetent officer has 6 dice, a competent one 8 dice, and an outstanding one 10 dice.

Modifiers: If the characters and their allies outnumber the enemy by less than 2:1, all rolls have a +1 modifier. A ratio of 2:1 or better gives +2, 5:1 or higher a +4 modifier, and 10:1 or greater a +8. The opposite applies if the enemy has superior numbers.

Other modifiers may apply depending on the specific battlefield. For instance, if the enemy holds the high ground, then the heroes might suffer a -2 penalty, either for the entire battle or until they score a certain number of successes, at which time they storm the hill, denying the enemy their advantage. Possessing artillery or machine guns when the enemy doesn't, or if they have less available, warrants a bonus based on the amount of firepower available.

Suggested Skills:

- * Combat Skills (Archery, Brawl, Firearms, Gunnery, Melee)

- * Con (feints, false retreats, and other subterfuge designed to confuse the enemy)

- * Empathy (deducing the enemy's next move)

- * Expeditions (knowledge of terrain and organization)

- * Intimidation (orders)

- * Linguistics (deducing battlefield codes, such as bugles, drums, or flags)

- * Ride (cavalry charge or maneuvering a formation to a more advantageous position)

- * Stealth (camouflage, outflanking maneuvers)

Skill Limit: Combat Skills (Brawl, Gunnery, etc.) have no restrictions. In most cases, the battle should allow both close combat and ranged Skills to be used freely. Other Skills may be used only once per turn, and each subsequent use imposes a cumulative -2 penalty as men become jaded or the enemy becomes wise to the character's tactics.

Time: Typically 30 minutes or one hour per roll.

Success: A skirmish requires 10 successes, a modest engagement 20, and a clash of mighty armies 30.

Failure: Failed combat Skills inflict damage on the character *and* subtract from the total number of group successes. Other failed rolls subtract from the characters' accumulated successes. If the heroes end up with zero successes or fewer at the end of a turn then the allied army is defeated. The heroes may be captured or forced to flee in ignominy.

NAVIGATE THE WILDS

Globetrotters frequently enter unexplored regions or search for lost cities. In order to reach their goal, they must navigate through the wilds. This extended action only applies in unknown lands—expeditions with accurate maps or local guides rarely need to roll.

Difficulty: Varies. The Getting Lost Difficulties from *Globetrotters' Guide to Expeditions* are ideal for this extended action.

Suggested Skills:

- * Academics (History is the most useful. Typically it relates to previous expeditions or historical references)

- * Anthropology (placing locales mentioned in cryptic mythological terms, cultural knowledge, minor archaeological finds)

- * Athletics (overcoming terrain obstacles, such as swimming rivers and climbing mountains)

- * Body (pushing on through fatigue, forced marches to shorten the journey time)

- * Craft: Carpentry (building a raft to cross a river)

- * Diplomacy (talking to the natives, if any)

- * Expeditions (good organization, knowledge of the terrain and how to cope with it)

- * Linguistics (deciphering ancient inscriptions or native signposts)

- * Medicine (treating fatigue and minor injuries to keep everyone in top condition)

- * Perception (identifying landmarks)

- * Pilot or Ride (covering ground quicker in vehicles or on mounts)

- * Science (Biology: types of plants known to grow only in a specific region; Geology: knowledge of rock types may provide clues)

* Survival (navigation, finding trails, hunting)

Skill Limit: Each Skill may be used only once per combat turn.

Time: Each combat turn can represent one hour, one day, or one week, depending on the distance the expedition must travel.

Success: 10 if a short distance, or the route is largely known (such as through an old map), 20 for a moderately lengthy journey or if the expedition has scant information to go on, and 30 for a lengthy trip, or where the final goal is known only in legend (i.e., a lost city).

Failure: Each failure increases the difficulty of all subsequent rolls by one. Instead of taking successes, a globetrotter can elect to forfeit them and instead lower the difficulty by one. At the Gamemaster's discretion, a failed roll may instead mean some sort of encounter occurs. This might involve a hungry animal, treacherous terrain and a risk of injury, hostile natives, or natives who wish to entertain the white men (giving the party chance to use Skills like Diplomacy and Streetwise at the cost of having their journey delayed).

Three failed rolls in succession means the expedition is totally lost. Reset the number of successes to zero.

NEGOTIATION

The characters are charged with negotiating with an important person. This might be a treaty between two rival nations, convincing the chieftain to let you travel through his lands, hiring bearers for an expedition to a distant site, asking for a lady's hand in marriage, or convincing someone to turn traitor and reveal what they know about a rival expedition.

Difficulty: Skills used against the dignitary directly are opposed by his Willpower rating. Other Skills have Difficulty 3.

Suggested Skills:

* Academics (quoting legal or historical precedent, quoting philosophical arguments)

* Anthropology (knowledge of local customs and taboos)

* Con (bluffing, seducing, or tricking)

* Diplomacy (formal negotiation)

* Empathy (detecting lies, reading body language, understanding the dignitary's motive)

* Streetwise (uncovering rumors that might help in the negotiation)

Skill Limit: Each Skill may be used only once per combat turn.

Time: Each combat turn can represent one hour, one day, or one week, depending on the seriousness of the request and its possible repercussions.

Success: 10 for a simple request, rising to 30 for asking the dignitary to turn traitor.

Failure: The negotiations end after three failures. A character who succeeds in a Skill roll may trade the successes to remove an accrued failure.

Special: The dignitary may have an advisor who argues against the characters' words. At the end of each turn, after the characters are finished, he makes a suitable Social Skill roll opposed by his master's Willpower. A successful roll inflicts a failure on the party.

SINKING FEELING

Travel by mechanical device is never risk free. A zeppelin envelope may become torn or the engines seize, causing the airship to plummet toward the ground. An airplane might suffer broken wing struts with similarly disastrous consequences. A submersible may begin to inexplicably sink, causing the hull to buckle and crack under the pressure. A mole machine may go out of control and drift toward a lava pool or accelerate to such a speed the drill risks breaking or the tracks shredding. In most cases, simply stopping the machine's momentum is not enough to ensure safety.

Difficulty: Typically Difficulty 3.

Suggested Skills:

* Acrobatics (balancing while maneuvering outside)

* Athletics or Strength (hauling ropes or heavy levers, dumping ballast to lighten the vessel)

* Craft (Electrics: reroute power to alternate systems or rig a bypass to avoid damaged instruments; Mechanics: makeshift repairs)

* Intimidation (ordering the crew)

* Pilot (steering the vehicle)

* Science: Engineering (deducing the cause of the fault, planning repairs as a Teamwork bonus)

Skill Limits: No Skill may be used more than once per combat turn.

Time: Each combat turn typically represents a few minutes.

Success: Guiding the vehicle to safety requires the group to accumulate 20 successes.

Failure: At the end of each turn, once every character has performed an action, the vehicle suffers 4 dice of damage to its Structure. Should the Structure be reduced to zero, the vehicle crashes, explodes, or is otherwise wrecked. How the globetrotters might escape is now up to the Gamemaster.

SMUGGLING

The characters are tasked with smuggling something past official inspectors. For instance, they might have to smuggle an archaeological artifact out of Cairo past custom's officials or guards, or deliver weapons to rebel groups in a land ruled by a foreign colonial power. They may even have to smuggle a person out of occupied territory (or a princess from her wicked uncle's castle).

Difficulty: The Difficulty depends on the vigilance of the officials being bypassed and the size of the cargo.

Smuggling a single, small object past guards might warrant Difficulty 2, but trying to bring a wagon full of weapons past Prussian soldiers without the cargo being inspected might be Difficulty 4 or 5.

Suggested Skills:

- * Bureaucracy (expertise at dealing with officials)
- * Con (bluffing their way through)
- * Empathy (determining which guards are lax in carrying out their duties)
- * Perception (watching out for officials approaching)
- * Spying (bribery, looking innocuous to avoid scrutiny, producing forged paperwork)
- * Stealth (hiding the smuggled goods)

Skill Limit: Each Skill may be used only once per combat turn.

Time: A combat turn typically represents a few minutes, though trying to unload a shipment of arms undetected might take 30 minutes per roll.

Success: Typically 20 successes.

Failure: Three failures and the characters are caught red-handed. At best, the officials may want to confiscate the item. At worst, they intend to hold the characters captive and try them, possibly as traitors or spies, depending on the nature of the cargo. The latter is a perfect opportunity to run Escaping Captivity.

TEAM SPORTS

In their course of their adventures the globetrotters might be required to participate in a team sport. An Indian maharaja may insist they partake in a polo match before he will listen to their request for access to his library, while two Leagues may demand a cricket match to settle a dispute.

For solo games, which covers everything from chess to tennis, you should handle the action abstractly so as not to spend too much time focusing on one character. The quickest way is a single opposed roll. For instance, in a game of chess, both characters make a single Gambling: Board Games roll. Whoever scores the most successes wins; a tie indicates stalemate. A slightly longer way (that gives a globetrotter chance to claw his way back from what looks like a defeat) is to have both participants make three rolls. Whoever scores the most cumulative successes is the winner.

Difficulty: The difficulty varies with the skill of the opposition. A team of very amateur players might warrant difficulty 2, while professional players at the top of their game could be Difficulty 5 (or higher).

Suggested Skills:

- * Anthropology (can be used to cover the rules of obscure games, as well as gain a cultural insight into how the opposition is likely to react to a given play or move)
- * Attributes (Dexterity and Strength, representing raw abilities rather than finesse, can almost always be used in team sports)
- * Athletics (catching or throwing)

- * Con (bluffs and tricks)
- * Diplomacy (leadership)
- * Expeditions (organizing one's team properly)
- * Intimidation (orders, aggressive tactics)
- * Melee (could be allowed for cricket, polo, or other bat-based games)
- * Ride (polo)
- * Sports (the perfect Skill!)

Skill Limits: There is no limit on Skill use during the extended action, though novel use of Skills should be rewarded with Style points.

Time: Each combat turn represents anywhere from 10 minutes to a few hours, depending on the game.

Success: In order to win, the globetrotters must secure 10-20 successes.

Failure: Three failed rolls indicate the globetrotters have lost the match. The contest can be deemed as closely fought provided the globetrotters had achieved at least 75% of the required successes before losing. Scoring around 50% means the loss was more emphatic, while scoring around 25% or less means they were soundly thrashed.

DETAILED EXAMPLE

Below is a detailed example of a group extended action. The player characters, which are taken straight from the core rulebook, are Mr. Lyle (played by Jim), a temporal scientist; Fanhard (Steve) is an aristocratic explorer; Cecilia (Maggie), a diligent correspondent; and Professor Pennyworth (Tom), a crackpot antiquarian.

The Gamemaster has spent a lot of time detailing a lost city in the jungles of Mexico, but he's run out of time for the rest of the adventure. Since the real action takes place in the crumbling city ruins, he quickly decides to use the Group Extended Actions to handle the early parts of the adventure.

The Gamemaster breaks the group extended action into two separate tasks—finding the information, and then navigating the wilds to the lost city.

FINDING THE INFORMATION

The characters have been drawn into the adventure after finding a page torn from an ancient manuscript stuffed into the back of a book they won at an auction. Badly faded and with large parts illegible, it tells only of a Spanish expedition to locate a city whose people were renowned for their extensive use of jade. The chronicler claims the Spanish never found the city, and that several expeditions sent to search for it never returned from the dense jungle.

Difficulty: The city has been lost for centuries, but there are references to it in mythology and early literature. The Gamemaster sets the base difficulty at 3—he wants them to find the location without too many prob-

lems—though he’s willing to lower or raise that depending on the characters’ chosen actions.

Suggested Skills:

- * Academics: History (ancient clues, similar patterns)
- * Bureaucracy (gaining access to documents, dealing with officials)
- * Con (tricking people who may hold clues into revealing what they know)
- * Connoisseur (identifying brands of tobacco)
- * Empathy (determining if someone is lying or understanding their motives)
- * Intimidation (coercing information)
- * Investigation (studying crime scenes, interviewing witnesses, trawling through libraries)
- * Linguistics (breaking coded messages, lip reading suspects)
- * Stealth (tailing a suspect)
- * Streetwise (following up rumors, finding leads to people who may have pertinent information).

Skill Limit: A specific Skill may be used only once per combat turn.

Time: How long the search takes has no bearing on the story. The Gamemaster arbitrarily decides that each combat turn takes half a day (around 4-6 hours).

Success: The Gamemaster decides that 15 successes will be required.

Failure: Each failed roll increases the Difficulty of all subsequent actions as the party exhausts sources of information. Three failures lead to a dead end, forcing them to begin the investigation from scratch (all successes are lost).

The Gamemaster allows the heroes to act in whatever order they want. Professor Pennyworth’s player decides to go first.

Pennyworth (Tom): (to GM) I have both Academics and Anthropology, the latter specializing in folklore. Can I roll to see what I know from common legends?

Gamemaster: Sure. They’re both 6, so roll one and give yourself a +2 bonus for Skill Synergy from the other.

Pennyworth (Tom): (to GM) 5 successes. So that’s two after accounting for the difficulty.

Gamemaster: No. It’s a fairly well known myth in certain circles, so the difficulty is only 1. That nets you four successes! You know the city lies somewhere in the Yucatan, but that’s about all. You do recall that the rulers were buried inside pyramids, wearing elaborate jade masks shaped like the heads of animals. That roll only takes a few minutes—you’re just recounting information you know already.

Mr. Lyle (Jim): All this history isn’t really my cup of tea, but I do have Investigation. I’m going to the British Museum Reading Rooms to see what I can find.

Cecilia (Maggie): Hang on a moment. I have Linguistics and I speak Spanish. Maybe I can work out some of the faded text. It might give us a name of an explorer we can research.

Pennyworth (Tom): I should have tried that! My Deciphering is 7!

Cecilia (Maggie): You can try next round if I fail. Okay, I’ve scored 3 successes. Is that enough to learn anything?

Gamemaster: *The GM was going to make the Difficulty 3, but he wants to keep the action moving forward.* It’s enough for 1 success. You can just about make out the name Erinaldo de Cadiz.

Mr. Lyle (Jim): Great! We’ll look him up in the library. He must have heard the rumors of the lost city from somewhere. Maybe he wrote them down, or mentioned a source. Can I make my Research roll?

Gamemaster: Not yet. The official behind the desk says the old books are very fragile and can only be viewed with permission from his boss. He’s at lunch, and might not be back for several hours.

Fanhard (Steve): Leave this to me. “Unless you deal with this gentleman’s request immediately I shall have words about your behavior to your superiors at the club tonight!”

Mr. Lyle (Jim): (to Steve) You don’t really know his boss, do you?

Fanhard (Steve): No, but he doesn’t know that. Can I roll Intimidation?

Gamemaster: Roll away!

Fanhard (Steve): I have Intimidation: Orders 6. Can I use my Status to give me another two dice if I tell the minion my name?

Gamemaster: Sure. He’s very much middle class, and he won’t want to upset a peer of the realm, especially one who claims to know his boss.

Fanhard (Steve): Five successes.

Gamemaster: His eyes widen and he scurries off into the archives. About 30 minutes later he returns with several books and pairs of cotton gloves. “These are all the books we have on Spanish expeditions, my lord,” he says politely. The Difficulty to have him follow your instructions was only 3 (his Willpower), so that’s two successes. Since he’s brought you a good selection of books on the exact topic you want you can carry those extra two successes over to your total. That gives you 7 now.

Mr. Lyle (Jim): I’ll tip him a shilling for his efforts. Okay, time for my Investigation: Research roll. Seven dice and...five successes! Hang on; I want to spend some Style points. I think two should be enough.

Gamemaster: Each Style point is an extra die, so roll two more dice.

Mr. Lyle (Jim): Yes! Two more successes; giving me a total of 9!

Gamemaster: Wow! That’s another six toward your total. One of the volumes specifically makes mention of Erinaldo Cadiz and his ill-fated expedition. It says Cadiz heard the tale from Spanish missionaries, who learned about it from the Aztecs. According to the tales, the city lay just south on the confluence of two rivers, right next to a waterfall known as the Whispering Spirits.

Pennyworth (Tom): We need a map of the area, really. Chances are the Hollow Earth Society has maps in its archives. We should go there.

Gamemaster: That will have to wait until tomorrow

now—by the time you wade through the books it will be deep into the evening.

Pennyworth (Tom): You said my roll only took minutes. Is there anything else I can do?

Gamemaster: Well you can't really act on the information Lyle just learned as it happens later in the day, and any other research might just duplicate what he knows. How about we say you used the time to arrange the expedition's supplies?

Pennyworth (Tom): Works for me. Do you need a list of everything we want?

Gamemaster: No. Once you know where you're heading we'll use the rules from the *Globetrotters' Guide to Expeditions* to handle securing funds. We'll use the Equipment Dice rules as well to save time.

Okay, the morning dawns. You've all met up for breakfast and you're up to speed on the investigations at the library. Where next?

Pennyworth (Tom): I say we stick with my suggestion and go check out the Hollow Earth Society's maps. There are a lot of cenotes in the Yucatan, and we might have maps of the region in the hope one of the cenotes leads to the Hollow Earth.

Gamemaster: Good call. Have a Style point.

Pennyworth (Tom): I want to use Investigation, and add in my Hollow Earth Society Social bonus.

Gamemaster: Sure. Being a member of good standing will get you better access, and the help of a resident archivist to help speed up the search.

Pennyworth (Tom): Okay, that gives me 8 dice. Since they might be in foreign languages, can I get a Skill Synergy bonus from my Linguistics?

Gamemaster: You don't want much do you? Roll the dice, mate!

Pennyworth (Tom): That's ten dice in total! Six successes! Please tell me that's enough to find something?

Gamemaster: It's enough to find something. Although the city isn't marked, there is a map clearly showing two rivers joining just before a waterfall.

Okay, you've found everything you can to help you locate the City of Jade. Let's move onto securing funds. Who thinks their League might be able to help them? Yes, Maggie, Cecilia can call upon her newspaper—they're always interested in stories of exploration and adventure.

JOURNEY TO THE CITY

The globetrotters have successfully secured funding from the Times newspaper and the Hollow Earth Society. Pennyworth's mysterious backer has thrown in his personal money as well, but in return he wants a very specific artifact supposedly buried with one of the ancient rulers—a jade amulet in the form of a miniature calendar wheel. Pennyworth is unsure how his patron knows this information or why he wants this particular piece. An investigation for another day, perhaps?

The globetrotters sail to Cancun on the eastern coast of the Yucatan. There they hire bearers and prepare to embark on the long overland trek.

Difficulty: The predominant terrain is jungle, which is Difficulty 3 using the rules from the *Globetrotters' Guide to Expeditions*.

Suggested Skills:

- * Academics (History is the most useful. Typically it relates to previous expeditions or historical references)
- * Anthropology (placing locales mentioned in cryptic mythological terms, cultural knowledge, minor archaeological finds)
- * Athletics (overcoming terrain obstacles)
- * Body (pushing on through fatigue, forced marches to shorten the journey time)
- * Craft: Carpentry (building a raft to cross a river)
- * Expeditions (good organization, knowledge of the terrain and how to cope with it)
- * Linguistics (deciphering ancient inscriptions or native signposts)
- * Medicine (treating fatigue and minor injuries)
- * Perception (identifying landmarks)
- * Pilot or Ride (covering ground quicker)
- * Science (Biology: types of plants known to grow only in a specific region; Geology: knowledge of rock types may provide clues)
- * Survival (navigation, finding trails, hunting)

Skill Limit: Each Skill may be used only once per combat turn, though the Gamemaster will allow Teamwork Bonuses using the same Skill.

Time: Each combat turn represents one week.

Success: The characters know roughly where they are going thanks to the map (Which they have borrowed from the Hollow Earth Society as part of their funding), so the Gamemaster sets the number of successes at 10.

Failure: Each failure increases the difficulty of all subsequent rolls by one. Instead of taking successes, a globetrotter can elect to forfeit them and instead lower the difficulty by one. At the Gamemaster's discretion, a failed roll may instead mean some sort of encounter occurs. This might involve a hungry animal, treacherous terrain and a risk of injury, hostile natives, or natives who wish to entertain the white men (giving the party chance to use Skills like Diplomacy and Streetwise at the cost of having their journey delayed).

Three failed rolls in succession means the expedition is totally lost. Reset the number of successes to zero.

Mr Lyle (Jim): I have the highest Expeditions in the group. I want to plan our journey—deciding the best general route, plotting distances to make sure we're not too tired, rationing provisions, that sort of thing.

Gamemaster: Okay. You know the terrain is predominantly jungle and you have a map, so you can make your deductions based on what you know.

Mr Lyle (Jim): Six successes.

Gamemaster: Great. Thanks to your general expedition knowledge the journey should be much easier on the party. Although you've rolled now, your successes manifest every few days as you continue to chart your progress and make adjustments. That's three down! Okay, who wants to go next?

Cecilia (Maggie): Me! Assuming we meet some Indi-

ans, I want to talk to them to see if there are any dangers along our route, or if they know any short cuts. I have Streetwise 6, with a Specialization in Rumors. Does my Linguistics give me a Synergy bonus?

Gamemaster: No, it doesn't, but it does allow you to attempt the roll. Rumors won't help you, either—you want hard facts, not hearsay and gossip.

Cecilia (Maggie): How about Diplomacy? If I'm friendly and polite they may be more inclined to share what they know with strangers.

Gamemaster: I'll allow that.

Cecilia (Maggie): Eight dice and just three lousy successes! I won't spend any Style points—we're likely to need them later.

Gamemaster: The Indians you meet start off friendly, but as soon as they work out where you're heading they clam up and pretend they can't understand you. I'm afraid you've done nothing to boost your total.

Fanhard (Steve): I know we haven't failed any rolls yet, but can I use my Survival to try and lower the difficulty? Lyle has worked out a rough route, but my practical knowledge of this sort of terrain might help speed up our journey. Things like finding animal trails rather than hacking a route through the jungle, and sticking to higher ground so we can try and spot landmarks, or at least use the stars to plot a more accurate position.

Gamemaster: Yes, that's fine. Your Difficulty right now is 3. Get at least one success and I'll lower it by 1.

Fanhard (Steve): Hmmm, I've only for four dice. Nothing else really fits.

Pennyworth (Tom): I haven't acted yet. I could use my Survival 4 to provide a Teamwork Bonus. Two minds are better than one, old boy.

Fanhard (Steve): That gives us 6 dice. Better odds, but still not guaranteed. Okay, here goes! Argh, just one success!

Cecilia (Maggie): Spend Style points! If you don't the Difficulty will increase to 4. We'll never find the city before we run out of provisions.

Fanhard (Steve): I'll have to spend all three. Oh well, better than dying of some nasty disease or turning to cannibalism. Yes, two more successes!

Gamemaster: Okay. You haven't added any more successes to the total, but the base Difficulty is now 2. Right, you've all acted once, so that's one week done. Cross off provisions.

Cecilia (Maggie): I want to try talking to the natives again. This time I'm going to lie and say we're looking for my father, who has gone missing in the jungle. I'll make only passing reference to the waterfall, perhaps as a landmark that will help us find our bearings. That's Con, right?

Gamemaster: Yep. You're in a different part of the jungle now, so word of the white explorers looking for the City of Jade won't have reached this far yet.

Cecilia (Maggie): Five successes! That's much better. Is the Difficulty still 2 because of Steve's roll?

Gamemaster: No. It's based on their Will, but that just happens to be 2. So that's another three successes

toward your total. They tell you that you can take a short cut, but it involves climbing a sheer cliff down which pours a waterfall. It's not the waterfall you want, but the climb should shave a couple of days off your journey.

Fanhard (Steve): Climbing comes under Athletics. I have 5 dice, so I can lead the way and find an easy path.

Mr. Lylea (Jim): I've only got Expeditions. What if I use that to arrange the equipment so we each have a more manageable load? Maybe tie some of the packs together so we can haul them up after we reach the top. Might as well make this roll count, right?

Gamemaster: That makes good sense.

Fanhard (Steve): So that's 7 dice now. You want to throw anything in, Pennyworth?

Pennyworth (Tom): Hell yeah. I'll forfeit my turn to use my Athletics 4 for a Teamwork bonus. Together we'll hopefully be able to spot an easy route.

Cecilia (Maggie): Hang on! This is the start of a new week. If you both forfeit your goes to help Fanhard, then won't we have wasted an entire week trying to climb the cliff? We'd be better sticking to the planned route.

Gamemaster: Don't forget you made your roll to talk to the natives. That took place a few days into this week, and then you had to reach the cliff. At best you'll lose a day or two, but it's a tricky climb—he might have to make several attempts, and they all take time.

Tom, only one character per turn can use Teamwork on a single roll. You'll have to wait your turn.

Pennyworth (Tom): Oh. Okay.

Fanhard (Steve): Better wish me luck after my last roll! (Rattle rattle) Six successes. Phew! I guess I find a route up, then?

Gamemaster: You manage to make it first time. The route was much easier than it looked from the ground, and the entire expedition is up and moving forward in under a day. That's another four successes to the total, so you're up to 11 now.

The party has now scored enough successes to reach their goal. However, since the Gamemaster said this wasn't the waterfall they were looking for, and the globetrotters have no idea how many successes they needed, he asks for another roll at the start of week 3. Any success will be enough to reach the city.

Lyle (Jim): We can't be far away now! That cliff isn't on the map, so I don't know exactly. Still, if we follow the river upstream it might lead us to the lost city.

Pennyworth (Tom): How about another Athletics roll to make a hard push? If Fanhard rolls and I help that's 7 dice. At Difficulty 2 we should be okay.

Fanhard (Steve): Let's do it! I can almost taste the fame and fortune! Four successes!

Gamemaster: Machetes swinging you hack through the jungle. Suddenly the dense undergrowth gives way to reveal a clearing. Within it stand the crumbling remains of stepped pyramids and vine choked buildings. Your gasps of amazement and relief at reaching your goal quickly turn to gasps of shock as dozens of arrows thud into the ground at your feet. Emerging from the ruins are a dozen Indians, and they don't look happy to see you!