ADVENTURES INTO THE NEW WORLD

A role-playing game by Craig House

INTRODUCTION

Adventures into the new world is a role-playing game where the characters are explores of a new continent. The players are from a 1700's style setting. The characters walk on a map made by the GR (game runner), and the GR tells them what they see in words. The characters name things and make maps, but the action comes mostly from the players dealing with the inhabitants(who could be Indians, or oriental or anything). The GR makes the whole thing before hand, and the players choose where to go and what to do.

The GR makes events about what the players have decided to do to keep a story going. If they did not, the players would simply show up and what they did would just work.

Combat is not intended to be a major part of this game. However, combat is handled like this. Each action takes a certain amount of seconds. The GR counts off the seconds and any completed actions take place at the end of the second. The players can choose an action from a list or they can make their own and time it (or just guess how long it would take.).

The players have an "advantage", which is like a class in other role-playing games. The player picks a category like trait, skill, possession, etc. and the gets advantage powers with it.

I hope you enjoy this game as much as I have enjoyed making it.

CHARACTER CREATION

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The first thing you need for your character is what their role is in the exploration team. Perhaps they are a soldier for a body guard, a naturalist, or a geographer.

The next thing a character gets is a concept. This usually an adjective followed by a kind of person. i.e. charismatic diplomat. This is the plan for your character.

The next thing your character gets is a name.

After that the character gets a description. This is a list of 4 - 8 points about the character. A point is a dash then words that describes the character. They could be anything about the characters appearance, personality, or anything else you can think of.

The whole team then decided what possessions they should have. They could have anything a 1700's exploration team could reasonably have.

The player then selects an advantage.

ADVANTAGES

Much like a player's class in other role-playing games, the advantage is what gives your character what abilities they mainly have. Players make their own advantages which fall under categories like trait and skill. Then, when a situation comes up where they could use it, they either get a percent chance of it working, or it simply works if there is no uncertainty.

The kinds of advantages are described below.

Skill – Some learned ability. The player gets 5 -6 things the skill could perform. They are specific things. i.e. determine latitude with stars, not use stars.

Trait – Some inherent trait. Examples include intelligence or charismatic. The player gets three more specific traits. i.e. an intelligent person is creative. The player will then get a . It is lowered 20% because traits are often similar to talents, who cannot do as many things as a trait.

Possesion – Something the character owns, which the party would not have. Group of soldiers, cannons, something of value to be traded (i.e. spices) Use percent chance if there is uncertainty of the possession being able to do something.   .

Talent – Some innate ability the player has. Examples include Rambo or sneaky. They get a three to five powers. The player selects three to five powers that the talent could do and the GR gives a percent chance of them working when the player makes the character.

That concludes the character creation process.

PLAYING THE GAME

PLAY

The players make all the decisions about where to go and what to do. When the players move, the GR has a map of the continent which he marks with tiny dotted lines, each dot represents on day journey. The GR tells a description of what the players see when the hit rivers, can see mountains, etc. Most of the interest will be in dealing with the natives. When the players move, they make a map (themselves) and name things. plains, forests, mountains, rivers.

When the players decided to do something (called their goal), the GR creates "trigger events", things that will happen to the players when they do something. This is to prevent the players from simply doing something that just works. The trigger events do not have to be bad or a problem. They could be good, bad or just a reason to stop. An Indian who wants to sell something to you, a hostile road block or an invitation to dine with the Japanese style noble are examples of trigger events.

UNCERTAINTY

Often times what happens is uncertain. Will the people accept the players trade? will the player hit it with his gun? These questions are resolved by the GR setting a percent chance that it will wok and rolling two ten sided dice to determine it.

COMBAT

Combat begins by tearing off little pieces of paper where the players are, making a 'five foot' ruler on another piece of paper and drawing the places on the sheet. The GR then counts off seconds and completed actions happen at the end of the second. How many most common actions take is listed below. The players can make their own actions and time them. After estimating the fixed time, the GR adds a d2, d3 or d4 or to the total time. The players do not know how long the enemies are going to take to finish an action.

ACTION	TIME
Speaking one sentence	*1 + 1d2 – 1 seconds*
Getting up off ground	*1 + 1d3 seconds*
Getting off chair	*1 + 1d2 – 1 seconds*
Opening door	*1 second*
Using hand held weapon	*1 + 1d4 seconds*
Firing gun	*1 + 1d3 seconds*
Walk four feet	*1 second*
Run seven feet	*1 second*

The chance of a hand held weapon hitting is always 80% or 1 to 8 on a ten sided die. If the chance is not made, it only means that the circumstances did not allow the player to attack with the weapon. The chance of a gun hitting is determined by range. The table is given below in number on a ten sided dice

RANGE	CHANCE
Less than 5 feet	*9*
5 to 8 feet	*7*
9 to 10 feet	*5*
11 to 13 feet	*3*
14 to 16 feet	*2*
16 to 20 feet	*1*

After a hit is scored on a character, a ten sided dice is rolled to determine how injured the character is. The severity of the damage is subtracted from the characters % death. If the characters % death falls to zero they die. The character also experiences back up time. This time is added to the characters current action. Also the character is slowed by his injuries. The severity and back up time is given on the table below. Beneath that there is the result of % death table.

RESULT	Bare Hands	Sharp	Blunt	gun
1	0 / 1s	5 / 2s	3 / 2s	15 / 2s
2	0 / 1s	9 / 2s	6 / 2s	24 / 2s
3	0 / 2s	13 / 3s	10 / 3s	31 / 2s
4	0 / 2s	18 / 3s	15 / 4s	39 / 2s
5	1 / 1s	25 / 3s	19 / 4s	46 / 2s
6	1 / 2s	32 / 4s	25 / 4s	53 / 3s
7	3 / 2s	40 / 4s	33 / 4s	68 / 3s
8	3 / 2s	65 / 5s	39 / 5s	82 / 4s
9	5 / 3s	85 / 6s	46 / 5s	death
10	8 / 3s	death	55 / 5s	death

RANGE	RESULT
77 -60	Every other action takes one more second
59 – 55	Every action takes one more second
54 – 40	Only walk; walking gets one less foot; every action takes two more seconds
39 – 30	Limp at 2 feet a second, every action takes two more seconds
29 – 18	Crawl at 1 foot second; every action takes three more seconds
17 – 3	Can take action every 7 seconds and takes three more seconds to complete; crawl at 1 foot a second.
3 – 1	completely incapacitated.

MAKING & RUNNING THE GAME

THE MAP OF THE CONTINENT

The firs step is draw a rough piece of land for your continent. Keep in mind, that a continent is about 1000 miles across or so. Then draw in mountains, hills, deserts forest, badlands or what ever terrain you want. You may want to use patterns of lines for this. Don't forget rivers.

Draw a 15 miles ruler, using your continent of 1000 miles. (it should be about 1/100 the size of the continent. This is the distance your explorers can walk in a day. They can see mountains 12 miles away and see rivers when they run into them.

You may want to make locals for one part of the continent so there will be more for the characters to explore.

MAKING THE LOCALS

You must first what style of locals you want, and how many kinds. Keep track of what you make for them on a piece of paper. Do you have an ancient Rome? A nomadic monguls?. I have provided a list for help with this.

Ancient Rome	*Ancient Greece*	*Ancient Egypt*
Babylonian	*Mayan*	*Mystic Australian Aboriginal*
Medieval Japan	*Chinese*	*Mongol Hordes*
Barbarians	*Persians*	*Arabian Kingdom*

When you have decided the peoples, you must then make a geography. If you look at map of a medieval society, you might see something that farms surround small towns, and cities are on coastlines with docks, etc.

To make a geography for a people, you must first think of 3-5 things they do economically. Do they mine, hunt, have merchants, have cities with docks? Then for each thing, make 2 -3 kinds of things you would find in a city, town or village. For example, a mine, a giant market, a trading post. Make cities around these places you made. For example, you might make a city renowned for being a market or a place next to a giant mine. Put these on your map of the continent. Use all the places for what would be in the cities.

To make the people, make a description similar to what you did to make a character. Think of five points about the people. These describe the peoples, behaviors, cultures, or attitudes.

To make what the towns look like, think of 5 -10 things you might see. Paper walls in an oriental setting or a cooking spit in a primitive society are examples. When people describe places, they do not need to know what everything looks like to get a feel, they just need a few details. Use these to describe the town.

Note how the place has a government and its laws.

Include roads if applicable. These are probably how the players will discover civilization.

RUNNING THE GAME

You move the players marker on a map only you see. You must describe everything they see and encounter. The players have a piece of paper on which they draw their own map. If the map becomes too distorted, you can redraw it with the map you have.

If you simply say "you see a river" or "you see a new forest" and every second you might loose the feel you are exploring. When the players are in the area, you must make a description of it. First, think of a word for it. It might be big, beautiful, overgrown etc. Then use that word to make details for it.

The players, when they decide what to do, set a goal. Every time the players set a new goal, be it explore territory or deal with the locals, you must create "trigger events". These are things that will happen to the players if they do some predetermined action.   If you do not, everything the players do will just work and there will be no interest. Again, the event does not have to be a bad thing or a problem. It just has to give the events of the role-playing some interest.

If the players shrug their shoulders and do not know what to do, then give them an involving event that gives them something. This is probably something to do with the natives and something the players can do.