

The adventures and luck of the Municipal Academy of Fine Arts & Friends

A 24hr RPG contest entry
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1. Introduction: MAoFA & Friends

As long as you can remember, the Municipal Academy of Fine Arts has been famous for its evening classes on drawing, sculpting, etching, painting art history and art appreciation. You and many of your friends have attended these courses and have become accomplished hobby artists or free-time art aficionados.

But more than that, the Municipal Academy of Fine Arts has been famous ... or infamous... for its field trips and the adventures that go with it.

You see, regularly the MAoFA organizes a day out to go and see an exposition or visit a famous museum... Those outings are open to all members, ex-members, family and friends and so regularly a bunch of artsy people hit the road for a fun day. And it is not that it is planned that way, but invariably something always happens: The last time you visited the museum of ancient history, you got caught up in a standoff between two cursed mummies. The last time you visited the zoo, you had to fight off an escaped gorilla slowly growing to King-Kong size... An invitation to a poetry reading got you mingled up in the persecution of dissident writers in Absurdistan ... Hell even something as innocent as a picnic by the lake turned a hair-raising adventure. (Okay you couldn't know that the spot you choose for the campfire was also used as brooding ground of the local variety of the Loch Ness were-turtle.... But what the heck, Sh--- happens.)

Anyway, the MAoFA is famous. Its field trips are infamous and it takes a special kind of guy or gall to participate in one of those trips despite all the rumors and warnings. It takes an even more special kind of guy or gall to live through one of these trips and then sign up for the next one.

You are this kind of guy, you are this kind of gall and you just received an invitation for the next field trip. True to your reputation you sign up immediately.

From here, the adventure takes over...

2. Introduction: the Adventures and Luck system

You play a member of the Municipal Academy of Fine Arts, a friend, spouse, parent, child of a member... but most important you play one of those special characters that survived one field trip and came back for the next one.

You and your co-players assemble around the gaming table. On the table you see two six-sided dice, the action resolve chart and a stack of little treats or snacks such like gummy bears, muesli bars or Oreo cookies. These are the '*luck treats*' because they represent the '*luck*' you have in this game.

Each of you has prepared a character sheet for the person he (she) will be playing. On your sheet, you noted some background information for your character, his characteristics and disadvantages and his number of initial luck treats. You will learn more about this in the chapter on character creation following this introduction. For the moment all you need to know is that you have a list of character traits like 'strong', 'hard-hearing', 'tech-savvy', 'Detective', 'football player'... and so on. Each trait is marked with a 'rating' which can be one of the following:

- Disadvantage (D)
- Average (A)
- Trained (T)
- Strong (S)
- Prime Characteristic (P)

In addition, you have a trademark trick, which you can use all through the game and a number defining your initial luck.

You are greeted by the host. He has prepared a splendid adventure for you and will guide you through it.

You sit down and each of you receives a number of snacks equal to your characters initial luck. You can spend that 'lucky treats' to perform your trademark trick, or you can spend them to redo a test you failed. You can also just eat them.

⇒ Spend your luck on your trademark trick: your trademark trick is the closest thing to magic this game has. It consists out of some unexplainable or magic ability with a 'cost' per turn. Each time you want to use this trick, you eat the number of 'luck' snacks needed to get the luck you need for this trick to succeed. If you run out of snacks, bad luck...

***Example:** you have listed as your trademark trick 'Talk to animals, 2 luck per question'. Your character is searching for a friend in the forest. At a certain moment he comes to a fork in the road. On a tree nearby sits an owl.*

You tell the host you want to use your 'talk to animals' trick to ask the owl if he has seen someone pass here and in which direction. The host tells you that this will cost you two 'luck'. You agree and eat two of your 'lucky treats'. The host tells you that the owl has seen your friend about half an hour ago taking the left road.

- ⇒ Redo a test you failed: At certain points in the adventure you will have to take a test to see if you succeeded in a certain action. Resolving a test goes like this:
 - ⇒ The host assigns a 'difficulty' to the action.

Example: *you what to search a room. The host knows there is a door to the next room hidden behind the bookshelves. The shelves are bigger then the door, so there are no parts visible but because of the doorknob there is a gap of about a hand wide between the shelves and the wall. Since simply looking through the gap will reveal the doorknob, the host decides this is a 'moderate' task.*
 - ⇒ Of your list of traits, you take the one trait appropriate for this test and find its rating. If none of your traits is appropriate, your rating is 'average' by default

Example: *you have the trait 'eagle eyes (S)' so your rating for this test is 'Strong'. Your fellow player joins in and although his sheet tells nothing about his eyesight, his 'detective (T)' skill gives him a 'trained' rating. Another player wants to help, but his 'nearsighted (D)' skill forces him to take the 'disadvantage' rating. A fourth player has neither detective nor vision traits nor any appropriate disadvantages, so his rating is 'average' by default.*
 - ⇒ On the left chart, you cross-reference your trait rating with the task rating to find the task difficulty

Example: *Your 'strong' eagle-eyed trait against the 'moderate' action rating will make for a 'simple' task. Your friend with his 'trained' detective skills will have a 'moderate' task your friend with the 'nearsighted' disadvantage will have a 'challenging' task while your other friend with his 'average' rating will only have a 'tricky' task*
 - ⇒ You roll the two (six-sided) dice to get your lucky number. The higher the score the better. Then, on the right chart, you cross-reference the task difficulty with the lucky number you just rolled to find the outcome of the test.

Example: *You roll 4 and 5 to have a total of 9 Cross-referenced with your 'simple' task rating your eagle eyes make for a "Lucky streak success"*

The outcome of the test can be one of the following:

- ⇒ "Success": You succeeded, plain and simple. Congratulations
- ⇒ "Lucky streak success": You succeeded so good you feel you hit a lucky streak: take one 'luck' snack from the pot and add it to your own stack.
- ⇒ "Morale boosting success": You succeeded splendidly and as a result not only you but the rest of your team feels lucky as well. Look up your initial luck rating in your character sheet. You may take that many treats from the table as and put them into your own stack. In addition, all of your fellow players may take one treat from the table into their stack just as well.
- ⇒ "Better next time": You failed unless... Well, that's where the 'luck' comes in. If you choose to, you can eat one of your 'luck' treats and roll the dice again to see if you can come up with a better result. (If you land on the same field again,

you can eat another trait and try another time... and so on until you run out of treats or out of patience, whichever comes first)

⇒ "failure": you failed plain and simple and no luck can help you with that.

⇒ "Out of luck": ... an euphemism. Take all your 'luck' treats and put them back on the table... and yes. You failed whatsoever

Example: As already told, your 9 cross-referenced with your 'simple' task rating make for a "Lucky streak success". Your character looks behind the shelf and see there is a door. As a reward, you take a lucky treat from the table and put it into your own private stack

⇒ Just eat it : After the game is over, you get to eat all the 'luck' you have left while discussing how you liked each others playing and what would have happened if... Sometimes this can take longer than the game itself. Although I doubt it will be more fun. (I have to, after all I WROTE the game.) As for eating your 'luck' during the game: Okay, It's probably a bad move, but you are hungry and the snacks look so appetizing, and you decide that you have 'luck' enough anyway....

3. Character Creation:

Take a paper or copy the sample character sheet below. Keep a few inches blank to note the name and background of your character. Below that, start listing the background, characteristics, skills and disadvantages. Finally choose your prime characteristic, calculate and note your initial luck and choose one trademark trick.

a) Background:

Choose one of the following for character backgrounds and fill this in the character sheet:

Background:

- Kid student or the youth art classes
- Mother/father of a kid student
- Adult student art courses
- Former student
- Art teacher
- Former art teacher
- Friend of a student or teacher
- Spouse of student or teacher

b) characteristics:

For each of the 10 characteristics, choose one of the possibilities and note down your choice on the character sheet. Also copy the rating letter for your choice and its number of game points.

Profession

- schoolchild (D) -2
- student (university or high, specify technical, legal, languages....) (T) 2
- student at the art center (T) 2
- teacher/professor (S) 4
- journalist/writer (T) 2
- full-time artist (S) 4
- doctor/nurse (S) 2
- policeman (T) 2
- military (T) 2
- journeyman (specify trade...) (T) 2
- office (T) 2
- computer/information technology specialist (S) 4
- factory/warehouse worker (A) 0
- retired (A) 0
- other (A) 0

Body

- growing kid (D) -2
- old age (D) -2
- muscular (S) 4
- tough (T) 2
- tubby (D) -2
- extremely resistant (S) 4
- athletic (S) 4
- average (A) 0
- perfect beauty (T) 2

Senses

- eagle eye (S) 4
- perfect ear (S) 4
- shortsighted (D) -2
- near deaf (D) -1
- alert (T) 2
- dreamy (D) -2

- fine smell(S)2
- runny nose(D)-1
- perfect taste(S)2
- perfect equilibrium(S)4

Reflexes

- alert(T)2
- clumsy(D)-2
- lightning fast(S)4
- steady hand(S)2
- shaky (D)-2
- hyper-nervous(D)-2
- acrobatic(S)4
- uncoordinated(D)-2
- dodging(S)4

Intelligence

- nosey(T)2
- puzzler(T)2
- oblivious(D)-1
- head-in-the-cloud(D)-2
- quick learner(T)2
- slow learner(D)-2
- math wizzard(S)2
- expert map reader(S)2
- jumps to conclusions(D)-1

Knowledge

- art scholar (T)2
- news follower(T)2
- philosopher(S)2
- language expert(T)2
- streetwise(T)2
- uneducated(D)-2
- literature buff (S)2
- popular culture (S)4
- sports expert(S)4

Memory

- photographic memory(S)4
- memory for numbers(S)4
- bad short term memory(D)-2
- no memory for faces(D)-1
- expert remembering persons(S)2
- forgets phone numbers(D)-1
- remembers and cites poems (S)2
- easily distracted(D)-2

Social skills

- (in)famous reputation(S)2
- social lion(S)4
- sweettalker(S)2
- negotiator(T)2
- timid(D)-2
- detached(D)-2
- easygoing(T)2
- grumpy(D)-2
- family man/clan mother(T)2
- organizer(S)4

Technical

- technical wizard(S)4
- computer wizz(S)4
- car mechanic(T)2
- technical illiterate(D)-2
- gadget collector(T)2
- distrusts anything modern(D)-2
- scratchbuilder/field repair man(T)2
- technical history expert(S)2
- kitchen appliances expert(S)2
- audio-video buff(S)2
- videogames expert(S)2

Art

- classical painter (T)2

- children's book illustrator(S)2
- modern painter/graphic(S)2
- poet/singer-songwriter(T)2
- art aficionado/scolar(T)2
- sculptor(T)2
- draughtsman/sketching artist(S)2
- photographer/videographer(T)2
- no artistic feeling at all(D)-2

c) Skills and disadvantages:

Choose up to five skills and up to five disadvantages. Note down your choice on the character sheet. Also copy the rating letter for your choice and its number of game points.

Hobbies and skills

- Racecar driver (S)2
- Pilot (S)2
- Plays in a Rock band (T)1
- Cook(T)1
- Television trivia(T)1
- Sports trivia(S)2
- Arts trivia(S)2
- Singer(S)2
- Motorcycle driver(S)2
- Survival specialist(S)2
- Globetrotter(T)1
- Flight simulator/racecar simulator expert(T)1
- Gardener(T)1
- Birdwatcher/nature expert(T)1
- Sailing boat captain(T)1
- Sports diver(T)1
- Boxing(S)2
- Brawling(T)1
- Wrestling(S)2
- Karate(S)2

Disadvantages

- fear of heights(D)-2
- fear of crowds(D)-2
- easily distracted(D)-2
- addicted to coffee(D)-1
- beer lover(D)-1
- always hungry(D)-1
- easily seduced(D)-2
- no own opinion (D)-2
- glasses(D)-1
- sensitive stomach(D)-1
- hearing aid (D)-1
- heavy medication(D)-2

d) Initial Luck:

Add all the points on your sheet for traits and skills and subtract the points for the disadvantages. The total should be less than 50. If the total is more than 40, either discard some skills or add some disadvantages. Subtract the total of points from 40. The number of points left is your 'initial luck'

On your character sheet, write this number down as your 'initial luck'

e) Prime Characteristic:

Of all the characteristics, traits or skills, choose one as your prime characteristic. This is the one skill or character trait that defines you above all the rest.

On the character sheet, replace the letter for this trait or skill with the letter (P)

f) Trademark trick:

Select one of the following tricks, note down its name and its cost:

Speed:

Allows you to do as many tasks per turn without any penalty and without opposition

Cost 1 luck/task

Talk to animals

Ask a question to any animal around. It will answer as good as it can

Cost 2 luck/question

Float

For 1 round, move up and down in thin air just like you would climb a stair

Cost 1 luck/turn

Radar vision

see in the dark and look behind closed doors

cost 1 luck/turn

Shrink

1 luck makes you shrink to ½ your size. 2 luck to ¼ and soon. You stay like this until the next scene

cost 1 luck/shrinking

Ice-cold voice

you whisper at a person. For one turn this person starts shivering uncontrollably and can not perform any action

cost: 1 luck/turn

Iron fist:

one luck makes you deliver a ko punch hard enough to knock out a man, 2 luck a creature of 2 times man size (gorilla?) 3 luck a creature of 3 times that size etc.

cost 1 luck/size

Electric view:

you can see electricity flowing as if it were neon light. Find any hidden cables or find out if a certain appliance is connected and running or not

cost 1 luck/round

Run up walls:

you can run straight up a wall. In one turn you cover as much distance as you could do running on the ground.

Cost 1 luck/turn

g) Rounding up:

Okay now that you know what your character is and what he can do, all you need is to know WHO he is:

Invent a name or nick-name for your character and describe him (or her) in a couple of sentences. Note the name and description on the top of your page and ... Ooufh... you're ready.

Now you can begin to play.

h) Character sheet:

The following page is a sample character sheet. You can take it out and copy it for as many players as you need.

Character sheet:

Name:	
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Description:

Background:			
		Rating	Pts
Profession:			
Body:			
Senses:			
Reflexes:			
Intelligence:			
Knowledge:			
Memory:			
Social skills:			
Technical:			
Art:			
		Total:	

	Rating	Pts
Total left	side:	
Hobbies and skills:		
Disadvantages:		
	Total:	
Initial luck:	40 – total	

Trademark trick:	
Cost:	

4. Complete rules:

a) Time and rounds:

- ⇒ Non-action rounds: are basically rounds in which no time is given. The events that take place in this round may take as long as they want. The round will take just as long. These rounds are typically used when you search for clues or information. You explain to the host what you want your character to do. He gives you the results regardless whether in game time it takes a minute or an hour.
- ⇒ Action rounds: Are used when the action speeds up and it is not only important to know who does what but also who does what first and what the other character's reaction is. Typically an action round is a few seconds in game time, just time enough to do one simple action: run, fight, jump, duck... Some actions like running along a street may take several action rounds so it is important to know at the end of each round who is standing where and doing what.
- ⇒ Out rounds: are actually 'skipp's' in the storyline where basically you fast forward from one scene to the next without anything happening. The best way to describe an out round is to think of it as if the story would be written in a book, 'out'-time is the time 'lost' when you read lines like 'the next morning'.... Or 'after dinner'. Since nothing happens in those round except that time passes by, we can just deal with them the same way the book mentioned above would: The host simply informs them that there is nothing possible to do for the time and then fast forwards to the next scene.

"Okay, You return to the cottage, eat, rest and go to sleep. The next morning you pack the car to go back to the lake. Does anyone want to take anything special with him?"

b) Simple skill test:

⇒ When to test and when not

It may be pretty obvious when to test for a specific task: Every time there is a discussion whether you are good enough to do a certain action you ask for a test to find out how you manage. I won't go into detail on this.

However, there are a few distinctive situations where you DON'T have to do a skill test and they are just as important as the situations where you do.

Here are they:

- The situation is too easy to consider: Some actions just come as easy as breathing. Starting a car may once have been a tricky operation where you carefully had to balance gas and choque. Today you just turn the key, so there's no need to do a skill check on that anymore. Also we assume that everyone knows how to use a computer or a cell phone.
- The situation is lost in advance: Go ahead, you want to try to open a vault door with a tin can opener? Spare the dice rolling. I can tell you right away you won't succeed

- Just having the appropriate trait is enough: If you are a pilot, you can fly an airplane, so if you have ‘pilot’ listed in your traits you succeed right away.
- No need to try if you don’t have the appropriate trait: No matter how many hospital series you watched. If you aren’t a nurse or a surgeon, they won’t let you near the operating room.

To solve a test, you have to perform the following six steps:

⇒ **Find the appropriate trait**

First of all you must decide which trait applies to the task you want to perform. Go through the list of traits in your character sheet and find the most appropriate:

The most appropriate traits in order of relevance are:

- A distinctive disadvantage: first look for any disadvantages that might relate directly to the action such as ‘hard hearing’ for perception tests or ‘computer illiterate’ for surfing for information
- A specific skill: Then look if the skill the test relates to is explicitly listed on your sheet. If you want to fly an airplane, a ‘piloting’ skill will be the obvious choice. The ‘computer-savvy’ skill may help you surfing
- A trait or profession associated with the skill: Do you have a profession for which you would logically use the skill? You can easily assume that a police detective will know how to investigate a room for clues so the ‘detective’ trait can be used for searching trapdoors. Like professions, general character traits can be used to assume a skill. A ‘social’ character may be well versed in the ‘sweet-talking’ trait.
- Nothing that relates to the task: If you find neither a disadvantage nor a skill nor a profession or trait relating to the task: that’s it. Nothing is said about the specific action so you will be neither good nor bad in it. (A bit further down you will learn that in this case your rating will be ‘average’)

If more then one trait on the character sheet apply to the action tested, take the trait that stands highest on the above list: A disadvantage present trumps over a specific skill which again is more relevant then a trait or profession. The not-specified/average trait is only used if really no other relevant trait can be found.

⇒ **Find the trait rating**

Once you decide on the trait you use, you have to find the trait rating. This is given in the letter denomination following every trait in your list. There are 5 such letters each for a specific skill rating

The ratings and their letter abbreviations are given below:

Disadvantage (D)	You have a distinctive disadvantage in that makes you less adept in this trait than the average person: <i>Examples: shortsighted (disadvantage in eyesight), easily distracted(disadvantage in alertness), clumsy(stealth, mechanics)</i>
Average (A)	You are neither good nor bad at the given trait, simply ... well... average. This is the default rating for any trait that is not specifically listed as either a disadvantage or an advantage
Trained (T)	You have some formal education or training in the subject, without excelling in it, this means that you still have an edge over the average person. <i>Examples: A policeman or a cab-driver is a ‘trained’ driver, an office secretary will be a ‘trained’ computer user</i>

Strong (S)	<p>Far beyond just having a training in the subject, you master this trait or skill as a professional. Good enough to make a living out of it? Well, sometimes. Sometimes just plain better than anyone else.</p> <p><i>Examples: A student with 'computers' as its strong characteristic, may not be a professional information technology expert, but when it comes to programming, installing, troubleshooting, even hacking, he can hold his equal with any of them. Also you can immediately guess what the strong characteristics of a car mechanic, a professional pilot or a professor in art and history are</i></p>
Prime Characteristic (P)	<p>Each character has one and only one prime characteristic. This is a trait in which he is so good that it has become that one thing that defines him. This may be the characters profession, a body feature or a character trait. Foremost however this defines what the character 'is' in the eyes of his co-players</p> <p><i>Examples: A professional movie star has 'acting' as his prime characteristic, a professional bodybuilder's prime characteristic is 'muscles' while a guy nicknamed 'Sugarmouth' will be known for his prime characteristic of 'seducer'</i></p>

⇒ **Assign the initial Action difficulty**

After deciding on the trait which you will use and after finding its rating, it is up to the host to 'tax' the difficulty of the action you want to perform. The host does so by comparing the action to the following five ratings and choosing the rating that comes closest to the difficulty of the action.

The ratings are:

Easy:	<p>Even if you have a distinctive disadvantage in this trait or skill, you still have a fair chance to succeed the action. This is however no automatic success. Things can go wrong end even if you are very good in your trait, ther always is a distinct chance that they will</p> <p><i>Examples: walking a narrow stairway without slipping Programming a VCR</i></p>
Moderate:	<p>An average person has a normal rate of success. Even if success is not automatic, most of the time a person that has no specific disadvantages playing into this task will have no problem completing it successfully</p> <p><i>Examples: running over a scaffolding without slipping Installing a printer for your computer</i></p>
Difficult:	<p>Although an average person still has a chance, you need some kind of training or familiarity with the subject in order to have a decent prospect of sucess</p> <p><i>Examples: completing a military obstacle course within the time limit Hooking your computer up to a network</i></p>

Professional:	<p>This time you need to be a professional in order to have a decent chance to succeed. If you are, your prospects are very good, but still success will cost its share of sweat. If you are not, prepare for a bumpy ride</p> <p><i>Examples: running a marathon</i> <i>Designing and installing a computer network for a factory</i></p>
Extreme:	<p>Even a professional will have a hard time succeeding in this task. However there is a fair chance that he will. There also still is a chance, albeit small, any less skilled person will do so just as well</p> <p><i>Examples: completing NASA's astronaut training</i> <i>Hacking a hyper-secure web-site</i></p>

⇒ **Find personal task rating**

Cros-referencing the trait rating and the action difficulty in the first table will give you your personal task rating. This is a measurement on how good YOU are up to that ONE SPECIFIC task. The better your skill or trait rating and the easier the action difficulty, the better your rating.

There are seven personal task ratings going from easy to extremely difficult:

Easy (E)
Simple (S)
Moderate (M)
Tricky (T)
Challenging(C)
Difficult (D)
Extreme (X)

⇒ **'Randomize' your chances**

This is a game where you take chances and thrust on the good outcome of your actions. Therefore just defining your success based on how good you are upto the task is not much fun. You need some kind of randomizing effect giving you 'chances'. The 'Adventures and Luck' system uses dices as a randomizer. Two six sided dices to be exactly.

After you determine the traits or skills you want to use and the host has figured out your trait rating, the action difficulty and your personal task rating, you roll the two dices for your random number. The higher you roll, the better.

Then on the second table, cross-reference your personal task rating with your dice roll to find the outcome of the test

⇒ **Find the outcome... and may be try again**

As already stated, you find the outcome of your test on the lower table by cross-referencing your personal task rating with the random number you rolled. This outcome does not only relate to the current test, but does also affect your stack of 'luck' and your possibility to engage in further tests.

There are six possible outcomes:

<u>Out of luck:</u> <u>(OOL)</u>	<p>Not only did you miserably fail your task, the backlash of this failure also affects your psyche and strips you from all the 'luck' you might have hoarded.</p> <p>Move all the lucky treats from your stack back on the table. Yes, that's right, all of them. You will not be able to retry a failed test until you gained another piece of 'luck'.</p> <p>Also you still have to deal with the consequences of your failing the test. In action rounds, this can be a very serious issue</p>
<u>Plain failure:</u> <u>(F)</u>	<p>You failed, failed, failed... so badly that there is no possibility to try again, even for all the luck you have. The good news is that you get to keep all your luck. The bad news is that you still have to cope with missing out on the task. If your task consisted out of balancing on a tightrope twenty feet above the ground... Well, good luck on your way down.</p>
<u>Better next time:</u> <u>(NT)</u>	<p>You failed... or at least you should have. You could also have been plain lucky and have some miraculous event turn your chances. After all, this is the 'Adventures and Luck' system.</p> <p>So if you have any luck to spare, you can always try again.</p> <p>To do so, you take one lucky treat out of your stack and 'sacrifice' (eat) it. Immediately you get to roll your dice again and comparing this new number with your personal task rating, you get a new result. If this result is a plain success, lucky streak or morale boost, good for you. If it is a plain failure, well, you're not that worse off. If it is an 'out of luck'... Sorry. Out of luck you are.</p> <p>If the new result is a 'better next time' just as well, you can always sacrifice another lucky treat to try another time.</p> <p>If you have no more lucky treats to spare, you failed plain and simple and have to deal with the consequences.</p> <p>Also you don't have to try again. If you decide you can live with the consequences of you failing the test rather than with the loss of a lucky snack, you can just stop here and go for the failed test.</p>
<u>Plain success:</u> <u>(S)</u>	<p>Hurray, you passed the test. Narrowly, but you passed. Congratulations.</p>
<u>Lucky streak:</u>	<p>Hurray again, not only did you pass the test, you also passed it so good that you feel extremely lucky and your</p>

<u>(LS)</u>	psyche is floating on a spiritual high, which again affects all your future actions. Take one lucky snack from the table and add it to your stack. The next time you hit the 'better next time' outcome you can use this luck to try again and go for a better result.
<u>Morale boost:</u> <u>(MB)</u>	Hurray, hurray and threefold hurray. You passed this test so magnificently that your lucky karma just bounces off you and spreads on to the whole group. Take as many lucky treats from the table as your character sheet gives for your initial luck. In addition, all other players take one lucky treat for themselves and add that one to their stack.

c) **Opposed skill test:**

Sometimes you have to perform a feat that does not involve a fixed difficulty but instead puts you against a player or a character played by the host. Your chances for finding a hidden trapdoor for instance depend upon how good the door is hidden. Your chances of finding a spy hiding behind a curtain depends upon how silent or stealthy the spy can be.

Of course, the host can simply make up a difficulty using death reckoning. Like stating that finding a very stealthy spy behind a curtain is a 'professional' task. Sometimes however you have to engage another character in a test that puts skill against skill or trait against trait:

- You try to outrun a fellow player: your running or athletics trait against his
- You try to get a day off from your boss: your negotiation or sweet-talking trait against his strictness
- You try to sneak behind the back of a guard: your stealth trait against his alertness

In this case you base the difficulty of the feat against the opponent's rating in the relevant skill:

Opponent's trait or skill rating:	Feat difficulty:
Opponent has Disadvantage	Easy
Average opponent trait	Moderate
Opponent is trained in trait	Difficult
Strong opponent trait	Professional
trait is opponents prime characteristic	Extreme

d) **Combining forces:**

Sometimes more than one person wants to combine their forces to accomplish one task, The idea that immediately comes to mind is two people lifting a piece of heavy furniture: one lifting at the front, the other at the back. Working together however

can be done in a lot of different skills, from four players singing doo-wop in perfect harmony to two LAPD detectives executing the perfect 'good cop-bad cop' routine.

The rules for combining forces are quite simple:

For each person joining in, the task will move one rating down in difficulty: from 'moderate' to 'easy', from 'difficult' to 'moderate' and so on. This makes it easier for each of the persons to accomplish their share of the task. The backdrop however is that in order for the task to succeed, every player must succeed his test. It is enough that one player fails his part to declare the whole task a failure.

***Example:** John wants his character to throw himself against a locked door in the hope he can bust it open. As the door is pretty solid, the host rules this is a 'extreme' task. John hesitates. His character is 'muscular(S)' but a professional task is still a bit high. At this point Mark steps in and declares that his character 'police officer(S)' will use his police training to help him. With two players, the task becomes simply 'professional'.*

Now Lisa offers her character to participate just as well. Her character has no relevant skills, so her rating is 'average'. With three persons participating the task now becomes 'difficult'. For John and Mark this looks like a good deal at first: their characters, rated strong in their fields should have no difficulties with their tests. However it is enough that Lisa (who's character is average) fails her test in order for the whole operation to fail.

e) More then one action per round:

In non-action rounds, you can try as many things as you want as long as you do them one after the other. If you try to do several things at once, the host will pretty quickly ask you what you will do first and give you the result of that before you can go ahead and do your second action

***Example:** Okay. You enter the room. The room is empty but you feel some kind of draft*

I check the opposite door and the windows

You mean you check the door and then you check the windows?

Let's see... the door is on the opposite side of the room, is it? I go ahead and check the windows first

Okay. You check the windows. One of the windows is open...

In action rounds however it can sometimes happen that you end up in a situation where you have to more then one thing at once, or that one action is so complex that in fact it consists out of several smaller actions one after the other

***Example:** Okay. You make it behind the couch. The gun is still lying in the middle of the floor*

I dive for the gun, grab it and roll behind the desk for cover.

You mean you dive out in the open to grab the gun and when you have it, you roll over the floor until you reached the back of the desk?

Yes. I dive for the gun and then roll behind the desk.

That's two actions in one

***Example:** Okay. The villain takes the princess and runs up the stairs to the opposite balcony
I swing on the chandelier and dive for the opposite balcony so I will be there in front of him
How will you do that? The chandelier is hanging in the middle of the room.
Okay, I jump from my balcony to the chandelier and swing on the chandelier to the opposite side
That's two actions in one*

Resolving multiple feats at once is quite simple: you resolve one feat after the other. First you roll for the first feat. If you succeed, you roll for the second and so on. If you don't succeed, your turn stops there. However, because you have to divide your attention between two feats, both become more difficult. In game terms, this means that for each of the feats the action difficulty goes up one level (from 'moderate' to 'difficult', 'difficult' to 'professional' and so on). In the example above for instance jumping from the balcony to the chandelier and just grabbing the chandelier would be a 'difficult' feat. If you plan to swing the chandelier to the opposite balcony in the same move, jumping to the chandelier as first part of this action would become 'professional'

Note that sometimes one of the actions may be so simple that this action would normally not require a test. Running for instance, or picking something up, or even doing nothing. However even doing nothing and THEN performing a certain action in the same round is considered two actions at once.

***Example:** I rip the gun out of my holster and fire a couple of shots at the car
Example: I keep firing at the pick-up while I run across the street to my own patrol car
Example: I wait until the rope swings my way, then I jump*

So even while you automatically succeed in one of the actions, you still have to roll for the other with the penalty of your difficulty increased by one level for doing two actions in one turn.

Note that in theory you can also try three actions per turn with each of your action's difficulty increased by two levels. When playing the game however you will quickly find out that even with relatively simple tasks, the increase of two levels will make it practically impossible to succeed in all three of them. So it is better to voluntarily split your actions over two rounds right away.

Doing more than three things at once is impossible. Even if the actions are plain and simple, you just don't have the time.

f) Combat and damage:

Combat is not that important in the 'Adventures and Luck' system. Therefore we do away with wounds and life points and such and try to avoid long battles altogether. Instead most 'combats' are really one-shot actions. You get your go at the opponent and try to knock him out or wrestle him down or incapacitate him in some other way. You succeed: the fight is over. You don't: it's his turn now, better brace you for the blow.

You can use all of your special fighting or weapons skills to attack an adversary. If you are attacked, you can either use the same skill your adversary uses to 'actively defend' yourselves (His boxing skills against yours) or you can use a special defense skill like dodging or unarmed defense. You can also just brace for the blow and let your 'resistance' trait shrug off the damage. As there is a good chance of ending the combat in one attack, it is quite important to know who will be the first to strike: you or the adversary. In case of an ambush, all players make a test against their senses or reflexes to see if they are surprised or not. The players succeeding the test may start the first attack. Then come the adversaries, then the players who didn't succeed the test.

In case of an all-out open attack, the players make a test against their reflexes. The players that succeed go first, then go all the adversaries, then the players who didn't succeed.

In a brawl, you can fight one adversary after the other, man to man, or you might end up facing several persons at once. If you are attacked by several adversaries at the same time, you must defend yourself against all of them. Apply the penalty for multiple actions to fend off each of them at the same time.

Likewise more than one of the players can attack one adversary at the same time. Apply the rules for 'combining forces' to see if all of you together can bring him to his knees

g) Slugfest: *an optional rule*

If you want more realism than the one hit rule because you explicitly WANT your characters to slash into each other until only one remains standing, here is an optional rule for this:

First of all, it is easier for a player to actually 'hit' his opponent: If the outcome of the test is a 'Better next time' the player does not have to 'pay' a lucky treat to try again. Instead this is considered an automatic success. The player hits the opponent plain and true. This does however say nothing about whether he hit hard enough to strike out the opponent. Instead it is now the opponent's turn to make a test against his toughness. If he succeeds, he manages to shrug off the blow and can launch an attack of his own. If he fails, he is knocked out cold. The aim of this rule is of course to get the opponent to land as many "Better next time" as possible until he runs out of luck.

The difficulty for this KO-test depends on the type of attack or weapon used. For a simple punch or kick the test is of 'moderate' difficulty. A special attack like a karate kick calls for a 'difficult' test while knives, maces, swords or stun guns make the test 'difficult', 'professional' or even 'extreme'.

These rules can also be used to play a martial art competition. At the start of the competition every player gets three lucky treats. The player with the highest reflexes rating gets to strike first. The first player to loose all three lucky treats looses. The winner may eat his leftover treats for reward.

h) Equipment

The *Adventures and Luck system* is pretty easy on equipment and money. As a rule of thumb, you have access to all the equipment you need: If you haven't it with you already, you'll either find it somewhere around or someone gives it to you. There is a rule of common sense however to keep players from carrying along all the stuff they might possibly need. As most of the adventures play in museums or public places this is pretty easy. No need to bring a gun or a crowbar. They're not allowed inside. If it fits the game, the host can even have the receptionist ask you to hand in your cell-phones or walkmen.. or he can simply state that because of all the metal framework in the scaffoldings cell phones won't work.

The rule of common sense can also play in advantage of the players however. If you enter a garage, you can safely assume that it is completely equipped so if you haven't thought of bringing a screwdriver along, just go to the toolrack and choose the one that best fits your hand. And a bolt that you want to loosen may be rusty and heavy going but never so rusty you can't move it.

The same thing goes for money. You have enough on you to buy what you need. If it is too costly, either you'll get it some other way, or you won't need it for the game. ... or the host WANTS you to search for alternatives. (You noticed there is a bus stop right in front of that used car dealership?)

i) Regaining Luck: an optional rule

After an 'out round' (like a night's sleep) all players that have less then their initial amount of luck will start the next scene with their initial amount of luck. Players that have more then their initial amount of luck get to keep all their luck.

As explained above an 'out round' is a 'skip' in game time in which you go from one scene or chapter to the next. In order for the action to be considered an 'out round', the following must be true:

- The characters do not participate in any action to push the game forward: Spending an evening in front of the TV for instance is an 'out round'. Spending the evening in front of the computer, surfing the internet for information about the case isn't
- The characters are passive out of their free will: being locked up in a room while the villain escapes does not constitute an 'out round', even if the characters are 'out'. Neither does any time spent unconscious or KO count as an 'out round'.
- The time rested should be considerably longer then any of the non-action scenes. A fifteen minutes coffee break is not an 'out round'. A one hour lunch break may be a rest from a 30 minutes tire change but not from a 2 hour engine overhaul. As a rule of thumb, an 'out round' should at least twice as long as the last non-action scene.

- The characters should have the possibility to rest or relax. A five-hour train trip may count as an 'out round' for the characters, but not if during that time they have to switch trains four times.

j) Action resolve charts:

(Lay this sheet open on the gaming table)

Action difficulty VS Trait rating

Action difficulty:	Easy (Opponent has Disadvantage)	Moderate (Average opponent trait)	Difficult (Opponent is trained in trait)	Professional (Strong opponent trait)	Extreme (trait is opponents prime char.)
Trait rating:					
Disadvantage (D)	T	C	D	X	X
Average (A)	M	T	C	D	X
Trained (T)	S	M	T	C	D
Strong (S)	E	S	M	T	C
Prime Characteristic (P)	E	E	S	M	T

Easy:	Fair rate of success even with disadvantage
Moderate:	Average person has good rate of success
Difficult:	Some kind of training or familiarity needed
Professional:	For professionals only
Extreme:	Extremely difficult, even for a professional

Task rating VS dice roll outcome chart

Dice roll: Task rating:	2	3	4	5	6	7	8	9	10	11	12
Easy (E)	OoL	NT	S	S	S	S	S	S	LS	LS	LS
Simple (S)	OoL	F	NT	S	S	S	S	LS	LS	LS	LS
Moderate (M)	OoL	F	F	NT	S	S	S	LS	LS	LS	MB
Tricky (T)	OoL	F	F	NT	NT	S	S	LS	LS	LS	MB
Challenging(C)	OoL	F	F	F	NT	NT	S	LS	LS	LS	MB
Difficult (D)	OoL	OoL	F	F	F	NT	NT	S	LS	MB	MB
Extreme (X)	OoL	OoL	OoL	F	F	F	NT	NT	MB	MB	MB

<u>Out of luck:</u> (OOL)	Test failed. Move all luck from your stack to the table
<u>Plain failure:</u> (F)	Test failed, no possibility to try again
<u>Better next time:</u> (NT)	Eat one lucky treat to try again or fail this test
<u>Plain success:</u> (S)	Test successfully passed
<u>Lucky streak:</u> (LS)	Test successfully passed, add one lucky treat to your stack
<u>Morale boost:</u> (MB)	Test passed. Add 'initial luck' of treats to your stack. All other players add 1 luck as well

k) Sample adventures:

Sorry folks, out of time, but the introduction will give you some ideas on what to expect. Simply make up some stories along that lines yourself.

l) Acknowledgements:

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m) 24 hr RPG:

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