

## Basic Adventure #3 CREATING YOUR OWN ADVENTURES

After playing the two adventures you may want to play something new and different. You can, by making up your own adventures. Adventures are easy to make up if you do it step by step. If you played either of the adventures more than once, you have a general idea of how to make up new adventures. A step-by-step method for designing new adventures is given below.

### Purpose

First, pick a story outline to be the basis for your adventure. This will make it easier to fill in the other parts of the adventure. The story can be about anything, such as a crash on a desert planet. You can make up your own stories, or use ideas from your favorite books and movies.

### Teams

Decide how many characters each team will have and what sort of equipment they own. The adventure can be played with two teams of adventurers (possibly from different companies) trying to get the same thing, or with only one team of player characters and another player, like the reader in the first two adventures, controlling all other creatures and characters. As in the first case, both teams will be trying to beat each other. In the second, the player characters are trying to reach a goal, not defeat the reader.

Try to make sure that one side is not stronger than the other. Their Stamina point totals and numbers of attacks should be about the same. Dexterities and damage from attacks will vary, but you should try to balance them.

Choose weapons and equipment that will be useful in the adventure.. You can use the system from Adventure 1, if you want. You should remember to include vehicles, if they are needed. One party may have a skimmer while the other has riding animals.

### How to Win

Set goals for each team, so the players know what they must do to win. The goal should be related to the story. In our example, the players may need to find an abandoned radio beacon and call for help. The examples from the two adventures can help you pick a goal.

### Set-Up

Choose the pieces and map you will use for the adventure. For a crash on an alien planet, you could use the desert map or the crater map.

If you want, you can even draw your own maps. Be sure to draw them big enough to put counters on, and include a 1/2" grid for movement and combat. Include everything on the map that you need to play, like doors, roads, vital control panels, etc. Some maps you might want to make for adventures are an island, a space station or the inside of a large building.

Once you have picked your playing area, decide where each piece starts the adventure.

### How To Play

Once you have a story and have picked your teams, goals and set-up areas, you must create any special rules needed to play the adventure. You also must decide which side will move first until combat starts and when special events will happen.

For a crash on a desert planet adventure, you may want to create several rules. To simulate moving through a large desert, each move in this adventure will take half an hour and player characters can move only four spaces per turn. If a creature attacks the characters, they cannot move until they defeat the beast.

The players have enough water to last 25 turns. Each turn the players must subtract 1 from their water supply. If their water supply reaches zero, they are out of water and will pass out. Before this happens they want to find a radio beacon that was torn off their ship in the crash. With it, they can radio for help. The reader picks a space where the player characters start and secretly picks another space at least 10 spaces away where the beacon fell.

To search for the beacon the player characters must tell the reader which direction they are scanning at the end of their turn. The reader then rolls 1d10 without letting the players see the result. If the players were looking in the right direction, and the number rolled on the die was greater than the number of spaces between the characters and the beacon, the reader tells the players their scan has detected the beacon in that general direction. If the result of the die roll is equal to or less than the distance between the characters and the beacon, or if the players were not scanning in the right direction, the reader tells them their scan does not detect anything.

Finally, at the end of every turn the characters must check to see if something happens to them in their wanderings. To simulate this chance the characters must roll a d12 and check the EVENT TABLE below to see what happens.

Die Roll	Event	Situation
1	Lost	Characters wander off course in shifting sand dunes; move the party two spaces in a direction determined using the Grenade Bounce Chart.
2	Sandstorm	Characters lose 1 turn in blowing sand.
3	Cool Cave	Rest in the shade, and add 5 to water supply.
4	Creature	Attacked by one Funnel Worm in its pit.
5	Mirage	Lose one turn.
6	Creature	Attacked by 2 Sand sharks.
7	Sunstroke	Each character must make a Vigor Roll.
8	Creature	Attacked by 5 Winged Rippers.
9	Poison Water	Each character must make a Smarts Roll gain one Fatigue Level
10	Oasis	Refill your canteens; increase water supply back to 25.
11	Circle	Characters wander in circle; return to space they started in this turn.
12	No Event	Proceed to next turn.

## Creatures

### Funnel Worm

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

**Skills:** Fighting d8, Guts d6, Notice d8, Stealth d10

**Pace: 6 ; Parry: 6 ; Toughness: 12**

#### Special Abilities

- **Armor +4:** Funnel Worms have thick skins, and are partially underground for more protection.
- **Bite:** Str+2. Funnel Worms have large mandibles that they use to bite their prey with.
- **Bash:** Str+2. Funnel Worms come out of the ground underneath their prey and send everyone flying around. Use the Medium burst template.
- **Burrow (10"):** Funnel Worms can dig through the earth and come out anywhere within 10" to attack with surprise. When this occurs, the Burrowing creature makes an opposed Stealth roll versus the target's Notice. If the creature wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, he may try to interrupt the burrower's attack as usual.
- **Size +4:** Funnel Worms weigh in at over 800 lbs each.

### Shark, Great White

Sand Sharks burrow around under the shifting sands and are about 18 to 25 feet long. Larger specimens surely exist.

**Attributes:** Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

**Skills:** Fighting d10, Guts d8, Notice d12, Stealth d10

**Pace: 10; Parry: 7; Toughness: 12**

#### Special Abilities

- **Invulnerability:** Sand Sharks are immune to the effects of Needlers, as the shots tend to strike the hide of the creature, but not any internal organs.
- **Bite:** Str+3.
- **Hardy:** The creature does not suffer a wound from being shaken twice.
- **Large:** Attackers add +2 to their attack rolls when attacking a Great White due to its large size.
- **Burrow (20"):** Sand Sharks can dig through the earth (just like Funnel Worms, but much faster) and come out anywhere within 20" to attack with surprise. When this occurs, the Burrowing creature makes an opposed Stealth roll versus the target's Notice. If the creature wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, he may try to interrupt the burrower's attack as usual.
- **Size +4:** Great Whites can grow up to 25' in length.

## Winged Ripper

**Attributes:** Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8

**Skills:** Fighting d8, Guts d10, Notice d8

**Pace:** -; **Parry:** 6; **Toughness:** 8

### Special Abilities

- **Quick:** They may discard action cards of 5 or lower and draw another. They must keep the replacement card, however.
- **Sky bound:** Anyone attacking a Ripper must subtract 2 from his attack rolls while they are in the air.
- **Flight:** Rippers can fly with a Pace of 10”.
- **Bite or Claw:** Str +2.
- **Improved Frenzy:** Lions may make two Fighting attacks each action at no penalty.
- **Dive:** Rippers often dive on their prey to best bring their mass and claws to bear. It can gain a +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.
- **Size +2:** Rippers can weigh over 500 pounds.

Notice that the reader also can have characters run into events and obstacles as well as opponents. Anything you can imagine can happen during a STAR FRONTIERS adventure.

### Rewards

At the end of an adventure the player characters can be rewarded for their actions during the adventure. The reason for giving rewards is to enable characters to pay for healing, to replace lost or damaged equipment and to buy new items the players need. Rewards can vary depending on how successful the characters were. A minimum reward for each character should be 50 Cr., and a maximum of 200 Cr.

If the character's employer is providing weapons, ammunition and free healing, the reward should be reduced. In some cases, like the desert planet example, the characters will not receive any payment for finding the beacon; their reward is getting off the planet alive.

### Suggested Adventures

Some ideas you can develop into adventures of your own are listed below. Science fiction books and movies also are good sources for adventure ideas.

1. A strange alien disease is infecting people in the city and making them violent and destructive. The players must stop the victims before they cause permanent damage and find and capture the carrier of the disease to prevent him from infecting others.

2. An ancient alien artifact has been found by Pan-Galactic Corporation and brought to a base to be studied. No one has heard from the base since the artifact was delivered. The characters must break into the base and find the artifact (which has taken over control of the base and its robots).

3. A special meeting of delegates from the United Planetary Federation Council on Frontier Law and Peace is being held on a nearby planet. Someone or something is murdering the delegates one by one. The players must find the murderer and prevent further assassinations.

4. An abandoned alien city-ship has entered the planetary system on a collision course with a colonized planet. The characters must find the giant ship's control center and change its course before it hits the planet.

That's it for the Basic Adventures. This is included in the Savage Frontiers Book as well. Enjoy!

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