



FADING HORIZONS

A SCIENCE FICTION
ROLE-PLAYING GAME
SET IN A FUTURE
AGE OF CATASTROPHE

Quick Start Solo Adventure

General BETA 1.5.0

LUMEN 
ARMIGER GAMES

<http://www.FadingHorizons.com>

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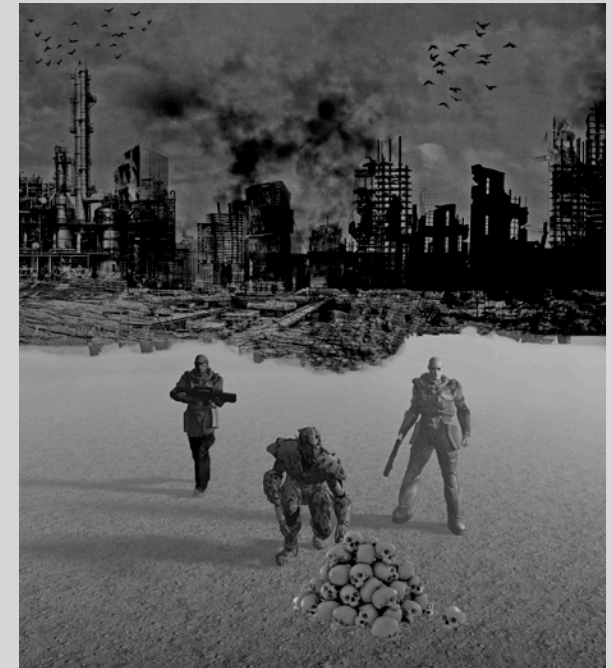
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“So what exactly do the players do in this game?”

Players create a hero in a science-fiction universe where technology created by a malign artificial intelligence turned against humanity decades ago. *Prime Intellect* continues his twisted campaign of fear and disinformation against the remaining civilized worlds that are at odds with each other.

Despite their backgrounds and influences, the heroes participate in dangerous missions under the employ of the Galaxy Recon Force:

- * Investigate newly discovered planets
- * Locating and making contact with lost colonies
- * Perform search and rescue missions
- * Recover lost technology
- * Scout unknown sectors of the galaxy, their contents lost in time



- * Assist science teams in collecting evidence in dangerous areas
- * Help capture notorious criminals that have fled to the far reaches of space
- * Provide armed escort to diplomats
- * Deliver emergency supplies in hostile areas
- * And, battle the robotic artificially intelligent *Subroutines of Prime* wherever they are found.



QUICK START RULES: SOLO ADVENTURE

This solo adventure provides an introduction to the rule terminology and mechanics of the Fading Horizons game. It's played out similar to the old "choose your path" adventure books: You'll be given a few choices to pick from and your decisions will lead to a series of challenges that are resolved with dice.

The adventure doesn't cover all of the rules - Just the very basic ideas behind making Skill Attempts. And the decisions are very limited in scope.

A Skill Attempt is the basic method to resolve an instance where the outcome is unknown or in question. Does your character fix a broken computer panel? Is he able to sneak up on an enemy? And if not, can he defeat them in combat? The vast majority of rolls in Fading Horizons are resolved through Skill Attempts.

In this adventure, your character is part of a group that has recently made contact with a lost colony. In a village inhabited by the grandchildren of the original colonists, your squad attempts to broker a peaceful accord with them, as they are able to communicate in the standard Imperial language. But the population is very suspicious of your squad and it seems that they don't trust any of you.

While reviewing some scans of the terrain, you find some kind of structure, maybe a bunker or fallout shelter a few clicks away. With the rest of the squad occupied, you decide to go check it out. You make your way across the jungle-like landscape with a printed map of the area.

Eventually, you come upon a stone bunker buried under decades of jungle growth. You cautiously approach the entrance of the shelter, covered in foliage, nearly hidden from sight. As you get closer to the entrance, you see that outer door is missing. Within, you see the flicker of light, as if the fusion batteries that powered this place still have a little bit of power, even after all these years. **Go to section 1 on the next page.**

For this adventure, you'll use this pre-generated character. Normally you would have 12 skill groups along with several special abilities, but it's not a complete character - It only has the minimum required for the purpose of the adventure.

Profession: **HORIZON RANGER**

Skills: level (bonus)

Athletics: **9 (+8)**

Maneuvers: **8 (+8)**

Melee Combat: **7 (+6)**

Perception: **5 (+4)**

Ranged Combat: **5 (+4)**

Social: **1 (+0)**

Technical: **5 (+4)**

DEFense: **6/4**

Durability: **38**

Movement: **+2**



Special Ability: If you make a Melee Combat attempt and roll doubles, your opponent's counter attack is lowered by 2.

Medium Laser

Commonly referred to as a laser rifle. Has a **+1 bonus** and **Effect** of +4/+6

Combat Knife

A dual-edged blade made of an advanced metal alloy. It's **Effect** is +1/+4

Gunnery Vest & Helmet

A thick, heavy vest of durable material that covers from the chest to the upper thigh, in addition to an open-faced helmet.

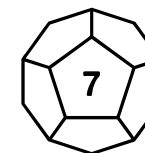
Standard Issue Tool Kit

Contains a general assortment of tools for use with mechanical and electronic assembly and repair. It has an **Effect** of +1/+4.

Dice needed for the solo adventure:
Two 8-sided (2d8)
One 6-sided (d6)



In the full game, you will also need a d12, which isn't used in this adventure.



1

Stepping inside, you find several unremarkable rooms, long since looted of everything not bolted down. If this was a normal adventure being run by a GM, he would probably describe each room in detail as the hero passes through them.

SKILL ATTEMPT

There is a chance that your hero may notice something unusual or unexpected while wandering through the rooms. To see if this is the case, you must make a skill attempt using the skill Perception, which skill bonus of +4. In addition, the source of the disturbance has a required effect value (**REV**) of 3.

Roll all 3 dice - Add the values of the 2d8 and add +4 to the total. The **target** is a 10. If the total is equal to or greater than this number, the attempt is successful **to some effect**.

To determine the **effect**, take the number on the effect die and add 1 for every point the total was above 10.

If you rolled less than 10, the effect die does not matter. **Go to section 5.**

Was the attempt successful and the effect greater than or equal to 3? If so, **go to section 2.**

Partial success: If you rolled a successful attempt, but had an effect of less than 3, then you are almost certain that you heard some muffled movement nearby, but you don't know from where. **Go to section 5.**

2

The Perception attempt was successful - As you're walking through an empty room, you hear the sound of muffled movement near the ceiling. Looking up, you see that one of the air vents is open. You think that the sound is coming from inside. The vent is a little high and you can't see straight into it. Although it's fairly large, you'll never be able to fit inside.

Do you call out into the vent. "Hello?" **Go to section 3.**

Or, do you fire a few warning shots at the vent to keep whatever horrible thing is lurking inside to stay in there? **Go to section 4.**

Or, would you rather leave it undisturbed, not wanting to alert it? **Go to section 5.**

The core game mechanic is referred to as the **SKILL ATTEMPT**: The idea is to roll the two 8-sided dice (2d8) and add whatever bonuses from skill, special abilities, and equipment apply. The total must meet or exceed the **TARGET** number which is based on how difficult the action is.

Along with the 2d8, you also roll a six sided (d6). This value determines the **EFFECT** of the action. The **effect** is equal to the value on the d6, plus 1 for every point over the target number. Sometimes a special ability or equipment will add to this.

It's possible to succeed at a **skill attempt**, but require additional successful attempts to reach the stated goal. To determine this, the **effect** is subtracted from the **required effect value** (abbreviated as **REV**), which is more descriptively called **COMPLEXITY, RESISTANCE, or DURABILITY**:

* **A combat android might require multiple hits to destroy.**

Attempt: Shooting at it

Effect: Dealing damage, which lowers it's **Durability**

You can make repeated attacks against it in a combat situation

* **Hacking a computer system might take several turns**

Attempt: Bypassing security

Effect: Gaining access to more files by lowering the system's **Complexity**

If your hero's Technical skill level is high enough, you can make more than one successive attempt. A failed attempt at any point stops progress altogether.

* **A guard won't let you pass without proper ID**

Attempt: Lying about your identity and credentials

Effect: Negate the reasons for denying access (loyal to employer, fear of repercussion, wants bribe money), each attempt lowering his **Resistance**.

This skill can be attempted multiple times, but a failure might have the guard realize that your hero is lying.

Equipment and special abilities that can modify an effect have a notation that reads as **+X/+Y**. If the effect die is from 1 to 5, the first number (**X**) is added to the total. Otherwise, it adds the second (**Y**).

(continued on next page.)



Example: Your toolkit has an effect of +1/+4. If your attempt exceeded the target by 3 and the effect die was a 5, the total effect would be 9. If the effect die was a 6, the total would be 13.

Sometimes there isn't a target number based on difficulty. Instead the entire total of the attempt and the effect is applied to another value. In these instances, the **Target Number** is actually zero:

Attempt: Render aid to a wounded ally

Effect: Healing injuries

This can be attempted only once per day, unless your hero is a medic.

Attempt: Fixing a damaged vehicle

Effect: Repairing damage

This can be attempted multiple times depending on the hero's level of Technical skill.

Attempt: Moving as fast as possible through a hail of gunfire and explosions

Effect: Distance travelled

Each attempt determines the distance travelled and is done separately.

There's another factor that might affect the **attempt** or the **effect**: Rolling doubles on the 2d8 can trigger a **SPECIAL EFFECT** that might add a number to the attempt or the effect. Or it might dictate a special effect depending on the circumstances when making the attempt.

For example, when the pre-generated character used in this adventure strikes a foe in hand-to-hand combat, rolling doubles will make the enemy's counter attack less effective.

FULL, QUICK, and FREE actions:

Most of the skill attempts are **FULL** actions, requiring all of your focus for your entire turn. FULL attempts always use 2d8 + your skill bonus + any equipment or special ability mods.

A **QUICK** attempt is when you're trying to do two things at once or sequentially in the same turn. QUICK attempts are rolled like FULL attempts, but the target number is increased by 4 for each.

A **FREE** attempt can be done at any time without regard to other actions taken. These usually occur during combat or when making a split-second decision and are only done when the rules call for them.



3

You peer up at the vent and say hello. Almost immediately, you can hear movement as whatever is inside appears to be moving farther away. Then all is silent. **Go to section 5.**

4

Casually taking aim, you fire a few pulses of focused laser beam into the top of the vent. You hear the sound of movement, as whatever is inside scampers away. Mission accomplished in that regard. **Go to section 5.**

5

After a short period of searching through the rooms and finding nothing, you determine that there's only a single hallway leading further into the shelter. And the end there's a security door blocking further progress. This type of door opens and closes by sliding into a cavity in the ceiling above it. It looks as if the door is locked via a control panel of the left side. Unfortunately, it looks like a plasma bolt struck it and it's just a mess of melted plastic and wires.

In order to progress further, the best option would probably be repairing the panel enough to disengage the lock and open the door. Pull out your toolkit and go to **section 6.**

6

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Pulling out your toolkit, you pull back some wires and cut loose some broken plastic. To see if you can repair the panel enough to deactivate the lock, you'll need to make a skill attempt using the Technical skill. As before, roll 2d8 and d6 - With a Technical skill of 5, you gain a +4 bonus to the results of the 2d8.

The control panel is very simple in design - There's a single button that opens the door, one that closes it, and one that locks it into position. Because of this, the target number is only an 8. But, it's sustained a large amount of damage and has a complexity (REV) of 12.

If the 2d8 +4 is greater than or equal to 8, you have made repairs to the control panel. Now we need to see if the repairs are sufficient to operate the switch.

If the results were less than 8, you were simply unable to make any progress in repairing it. But you might be able to try something else. Flex and go to **section 7.**

To determine the effect, take the amount rolled in excess of 10, and add the result of the d6. Then we'll add the effect from the toolkit, which is rated as +1/+4*. If the d6 is from 1 to 5, then add the first number (+1). If it's a 6, then add the second (+4) instead.

For example:

If you rolled a 15 on the 2d8+4 and a 3 on the effect die, the total would be $5 + 3 + 1 = 9$.

If the effect die was a 6, the total would be $5 + 6 + 4 = 15$.

Subtract the results of the effect from the complexity, which is 12. If reduced to zero or less, the panel is repaired. You're able to disengage the lock and raise the door, which grinds to a halt when it's completely retracted. With the door open, **move on to section 9.**

If the complexity is still 1 or more, roll the skill attempt again, **but increase the target number by 3.** Subtract the effect from the remaining complexity. If the complexity is reduced to 0 or less, you can open the door and **move on to section 9.**

Even if you were successful previously, as long as the complexity is 1 or more at the end of your second attempt, you cannot make any more progress. But you might have another option in **section 7.**



7

You do notice that the door isn't closed all the way to the floor and there's a small gap that you could use to try to physically lift it, maybe breaking the locking mechanism.

Bending down, you get a good grip on the underside of the door, steady yourself, and pull.

To see if you can lift the door, you'll need to make a skill attempt using the Athletics skill, which has a bonus of +8. The target is a 20 because it's very difficult to overpower the locking mechanism. But, this attempt has no real resistance once you've overpowered the lock. The REV is basically a 1. Roll the 2d8+8.

Is the $2d8 + 8$ greater than or equal to 20? If so, the effect will automatically exceed the resistance. With a crack, the door slides up and grinds to a stop. The door is about half-way open, enough for you to slip under. **Crawl to section 9.**

If the total is less than 20 then the attempt is unsuccessful. The door budes ever so slightly, but just won't move any further. It looks like you're out of options, but maybe there's something else you can try. **Contemplate and check out section 8.**

In the Fading Horizons game, experienced heroes have no chance of failure when making attempts against low target numbers. If the target number to open the door was a 10, the hero would automatically be successful, with no attempt required. Skilled soldiers do not fumble attacks, agile athletes don't trip over their own shoelaces, and expert pilots cannot accidentally fly aircraft directly into the ground.

But, heroes are not skilled at everything, and sometimes they'll need to work outside the box to succeed. It's then that their skills will be tested. An experienced soldier, athlete, or pilot with little experience in technical skills might very create a giant crater in the ground if attempting to disarm an explosive device..

8

Nearly stumped by this problem, happen to notice that there's a panel to the far right of door marked "MANUAL OVERRIDE". But the panel itself is bolted shut and years of neglect have undoubtedly rusted the bolts in place.

But, your laser rifle may be able to melt the retaining bolt, letting you open the panel. This isn't an optimal choice, as doing so will likely drain the battery on the laser, making it unusable until recharged. (Laser weapons are not reloaded with new power cells, as the cells are somewhat delicate and are built into the weapon.)

Without any other method of ingress, you aim your laser and fire a steady stream of laser pulses at the retaining bolt. The rifle battery is drained just as the last few metal slivers are severed. Giving it a few minutes to cool, you pull away the bolt and tear open the panel.

The manual override is a bit difficult to pull, but you hear the telltale sounds of the locking bolt pulling back. The door now lifts into the ceiling with relative ease.

Progress to section 9.

9

Exploring further beyond the security door, you find a few rooms full of trash, broken pieces of equipment, and some rusted machinery built into the walls.

As before, if this were a normal adventure, the GM would probably describe each room as the hero went through them.

At the far end of the largest room is another security door. But this one has a working control panel. Moving up to it, you press the unlock button and the door rises into the ceiling, revealing another room. But this one isn't unoccupied...

Go to section 10.



10

Standing right next to the door is a damaged Combat Android that looks like it's been in a firefight already. But, despite the damage, you know that this is a deadly foe and must be dealt with.

Starting on the next page is a combat flowchart that goes through each step of the combat procedure. Starting at the section in the top left marked "**WHO ACTS FIRST**", follow through the steps in order to defeat your adversary. Once combat has concluded, you'll move on to the next section.



"An unknown number of worlds became tombs or radioactive wastelands. Trillions would be killed, or stranded on worlds that fell from the zenith of high technology to an age before electrical power.

But the highest tragedy of all - In an age where information was almost entirely electronic, the collective knowledge of humanity was lost or poisoned with lies dreamt by a machine." - **Of the Catastrophe**

11

The android defeated, you give it a swift kick to the legs knocking it down.

Through another hallway, you come to a short set of stairs leading down. At the bottom, you find a long rectangular room that appears to be flooded. At the far end of the room is a circular alcove with a ladder leading up through the ceiling.

As far as you can tell, the water is at about mid-chest level deep, though the water is dirty and murky, so you can't see the bottom.

Cautiously, you hold your weapon above your head and begin moving through the water, stepping forward very slowly. The purpose of this room is not readily apparent, so there may be pits or shafts spread about. The water also has a dirty smell to it.

About a third of the way across the flooded room, you think you see movement in the water just ahead to your right. Because of the poor, flickering lights in here, you're not sure.

You're just about to dismiss it, when you're almost certain that you see movement just below the water on the right. Slowly moving towards you.

Make a Perception skill attempt. Your Perception skill is level 5, giving you a +4 bonus.

The target number is 18 and the REV is 12. Did you make it? **Go to section 12.**

If you didn't make the attempt, you'll have to **go to section 13.** So sorry....

SOLO ADVENTURE COMBAT FLOWCHART

WHO ACTS FIRST?

Normally, to determine who's able to make the first attack, you'll need to make a Reflex attempt, which is based on the Maneuvers skill. The target is based on the android's Reflex bonus, plus a base number of 8. The android's Reflex bonus is +6, so the target number for the Reflex (Maneuvers) attempt is a 14.

But, there a chance that the android detected you awhile ago and was waiting in ambush. In section 1, did you make the Perception skill attempt? If so, you were given a few options. One was to call out the what ever was in the air vent and another was to fire your weapon at the vent. If you did either of these, the Combat Android heard this through the air vents. It's programming decided that it was going to wait for you behind this door, attacking just as you opened it. As such, the target of the Reflex attempt will be 18 instead.

Roll 2d8 and add your Maneuvers bonus of +8. If the total meets or exceeds the enemy's Reflex score (14 or 18), you'll act first.

Otherwise, the combat android goes first.

HERO'S TURN

You are close enough to make an attack with either of your weapons. It will be slightly easier to hit your target with the combat knife due to your skill, but the laser does more damage.

BUT, if you used your laser to burn a hole in the retaining bolt of the locked door, your rifle is out of power and you can only attack with your combat knife.

Otherwise, you can attack with your medium laser, if desired.

ATTACK WITH YOUR KNIFE

Your Melee Combat skill bonus is +6. Roll 2d8+6 and the effect die.

The target is a base of 8, plus the android's Evade bonus of +6. Evade has a different base target number, except in special circumstances.

Make the attempt. Is the total, everything included, greater than or equal to 14? If so, you've successfully dealt damage to your foe.

Your special ability may also come into play- If you roll doubles on the two 8-sided, in addition to the damage done, the android will only have a Melee Combat score of 13 on it's next attack.

If not, the attack misses.

ATTACK WITH YOUR LASER

Your Ranged Combat skill bonus is +4. In addition, your laser rifle has a bonus of +1. Roll 2d8+5 and the effect die.

The target is a base of 8, plus the android's Evade bonus of +6. Evade has a different base target number, except in special circumstances.

Is the total attempt greater than or equal to 14? Then you've hit your foe and will do damage.

If not, the attack misses.

The combat rules here are an abbreviated version of what exists in the full game. In the full version of the rules, you can take cover, critically damage your foe, gain special bonuses through teamwork, make multiple attacks (QUICK actions), use special abilities, and more. Much of this is done with no additional dice rolls, the effects being based on the single attempt.



YOUR HERO DEALS DAMAGE

The amount of damage done is based on the amount rolled in excess of the target number, plus the result on the effect die, plus a number based on the Effect of the weapon used.

As before when making the repair attempt to the blasted control panel, if the effect die is from 1 to 5, you'll use the first number. Otherwise, add the second.

If you used your laser, the Effect is +4/+6. If you hit with your Combat Knife, the Effect is only +1/+4.

Example: Your total attempt was a 15 and the effect die was a 4. If attacking with your laser, the damage is $1 + 4 + 4 = 9$. If attacking with your knife, the same roll results in damage of $1 + 4 + 1 = 6$. If the effect die was a six instead, the damage would be:
Laser: $1 + 6 + 6 = 13$
Knife: $1 + 6 + 4 = 11$

But, this damage is reduced due the android's Defense value: The robotic enemy was constructed with armored plates, which gives it a DEFense of 8/4. DEFense is always written as EVEN/ODD.

If the total damage (effect) scored against the android is an even number, then subtract the first number. Otherwise, subtract the second number. It is possible for DEFense to completely negate all damage.

Now the remaining damage affects the robotic foe.

THE COMBAT ANDROID IS DAMAGED

Durability is a measure of how much physical punishment can be sustained before being destroyed. At the start of this combat engagement, the Combat Android has a Durability of only 13, due to damage sustained years ago.

Subtract the total damage sustained after DEFense from armor has taken effect. For the purpose of the **Quick Start** rules, we'll say that being reduced to 0 or less means that the target is destroyed. Damage subtracted from Durability is not restored during combat, so keep a running total of the amount of Durability remaining.

If the Combat Android is reduced to a Durability of zero or less, arcs of electricity run up the side of the torso, smoke comes out from the eyes, and with a sharp pop, it's motors come to a halt, leaving it standing there in it's last position. **March victoriously to section 11.**

If not, then it's still able to fight.

CAN YOU TAKE ANOTHER QUICK ACTION?

Normally, the turn would pass to the Combat Android once your action is complete. But, you may be able to *Seize the Initiative*. This would allow you to take a second attack this turn, though you roll two 6 sided dice instead of the two d8s. This is called a QUICK action. (The normal action your hero took just prior would be called a FULL action.) It can be a risky proposition, as being unsuccessful in the attempt will allow your enemy to gain a FREE attack action. This is why this step is optional.

Do you want to try to *Seize the Initiative*? Make a FREE Reflex skill attempt, which has a +8 bonus. The target is the Android's normal unmodified Reflex score + 4, which would give a target of 18. Did you make it?

If successful, make another attack using the same procedure as explained under the section titled **HERO'S TURN**. **But this time, it's a QUICK attack. The target number will be 18.** Everything else is handled the same as the prior attack, including the +1 if using the laser.

If you didn't get a 18 or higher, then the android get's to make a FREE attack. Follow the procedure for the Android's attack and you'll make the Evade attempt normally. The turn will then pass to the android.

You can only attempt to Seize the Initiative once per turn, regardless of success. If the Combat Android is still "alive", it makes an attack on it's turn.

COMBAT ANDROID ATTACKS

The Combat Android has a Melee Attack score of 15 with it's high-tech plasma knife. To avoid being hit, you must make an Evade attempt, which is based on your Maneuvers skill. Evading an attack is a FREE action. Roll the dice and add +8.

If the total attempt is less than 15 (or 13 if your special ability was activated), the Combat Android has managed to hit you with it's energy blade.

Otherwise, the attack missed.
Return to the top section marked **HERO'S TURN**

THE COMBAT ANDROID DOES DAMAGE

Because this is an attack against you, the damage is calculated backwards: The amount of damage done is based on the target number, minus the result of the attempt, plus the value on the effect die, plus the bonus effect from the weapon being used. As before when making the repair attempt to the blasted control panel, if the effect die is from 1 to 5, you'll use the first number. Otherwise, add the second. The Combat Android is using some kind of special energy knife with an Effect of +4/+6

Example: The target was a 15, your total attempt was a 13, and the effect die was a 4, the damage would be: $2 + 4 + 4 = 10$
If the effect die was a six instead, the damage would be: $2 + 6 + 6 = 14$

Fortunately, you are armored, which gives you a DEFense of 6/4. DEFense is always written as EVEN/ODD and helps lower the amount of damage sustained.

If the total damaged scored against your hero is an even number, then subtract the first number. Otherwise, subtract the second number. It is possible for DEFense to completely negate all damage.

Whatever damage remains now affects your hero.

YOUR HERO IS INJURED

Durability is a measure of how much physical punishment can be sustained before being destroyed. Your hero starts with a Durability of 38.

Subtract the total damage sustained after DEFense from armor has taken effect. For the purpose of the **Quick Start** rules, we'll say that being reduced to 0 or less means that the target is defeated. Damage subtracted from Durability is not restored during combat, so keep a running total of the amount of Durability remaining.

If your hero is reduced to a Durability of 0 or lower...that would be the end of your adventure. If this happens, you can start over, or just ignore the damage. (You'll never do this in an actual adventure, of course. This is just the tutorial.)

At this point, the turn passes to your hero (Return to the top section marked **HERO'S TURN**)...

...unless this attack was made because a Seize the Initiative attempt was missed. In that case, it would be the Android's turn.

Your robotic enemy:

Battle-scarred Combat Android	SCORE
REFLEX	14
EVADE	14
MELEE ATTACK	15
Damage Mod	+4 / +6
DEFense	8 / 4
Durability	13



12

The truth of the matter is that there's actually nothing in the water. But, in a normal adventure, the GM may ask you to make a Perception skill attempt, but you won't know the target number.

This is done sometimes to help hide the actual events that the heroes may notice throughout the adventure. The thing is, you can't possibly know if you missed the attempt to detect something that you didn't know was there in the first place.

This matter dealt with, you manage to cross the entire length of the room and climb the ladder to a larger chamber above.

Climb up to section 14.

13

You scan the water, but don't detect anything. That said, **go to section 12.**



14

Climbing to the top of the ladder, you find yourself in some kind of engineering room with a rusted door on each wall. Large pipes and machinery cabinets occupy most of the room. This room has a higher ceiling and is better illuminated than the rest complex to this point.

In the corner to the far right, you see a very scared looking human child crouched down next to a large pipe. From his crude clothing, you guess that he's a member of village where your squad is stationed. He looks like he's ready to bolt at any second.

The child is likely missing and it would greatly help your cause if you were to return him to the village. The inhabitants might become considerable friendlier.

In the corner to your far left, there's a ladder leading up into a service tunnel. This is likely how the child managed to get in here.

You put away your weapon, kneel down, smile, and hold out your hand in a friendly gesture. The child doesn't move. What do you say to him?

"What's wrong with you? Get over here so we can leave!"

"Are you okay? Are you hurt? Can I help you get back home?"

"Hey kid, what's shakin' ? Don't worry, I'm here to rescue you."

Pick a response. You will need to make a Social attempt to convince the child that you're not there to do him harm.

Once you've decided, **go to section 15.**



15

Social skill refers to how well your hero interacts with other characters. A high Social skill level would mean that it's easy to make friends, or get someone to tell you something secretive, or even trick someone in a con.

But the player needs to do the actual role-play as to what's said. The Social skill determines how well your hero conveys the message.

In a regular adventure, you wouldn't be given options as to what you would say to a character. You would just role-play it in real time. If you say something offensive, the target number will be higher. Or lower if the GM thinks that you role-played it well. Or maybe it will just stay the same. Every encounter could be different.

With that in mind, you may have said:
"What's wrong with you? Get over here so we can leave!"
 Unsurprisingly, this doesn't appeal to the child who is now even more afraid, so the base target will be a **14**.

Or: **"Are you okay? Are you hurt? Can I help you get back home?"** This is the kind of language that might help reassure the child. The base target number will be a **6**.

Or, if you say **Hey kid, what's shakin' ? Don't worry, I'm here to rescue you**", the base target will be a **9**, since the doesn't seem good or bad in the mind of the child.

But this base target is affected by something else. In the very first section of the adventure, you may have heard something (the child) in the air vents, if you made the Perception attempt.

If you tried to call out to whatever was in the air vent, the child will recognize your voice. The base target number is lowered by **3**.

If however, you opened fire on the vent, the child has reason to believe that you're no better than the combat android prowling the complex. The target number is increased by **3**.

If you decided to leave the air vent alone, or you never heard the child in the first place, the base target remains the same.

Go to section 16.

16

Your hero has no bonus from their Social skill. Roll the attempt: 2d8, adding nothing.

The child only has a Resistance of 1, so any successful attempt will work.

If you chose the worst of the three dialogues and also fired at the air vent, you'll never reach the total target of 17 and you'll fail without using some kind of creative math.

If you picked the best thing to say and you said hello to whatever was in the air vent, the total target would be 3, which you'll easily reach in all likelihood.

If the total attempt is greater than or equal to whatever your target number is, **go to section 18**.

If you did not succeed, then the child makes a dash towards the ladder. You have one chance to catch him. **Sprint to section 17**.

At the air vent	Dialogue	target
Said "hello"	"What's wrong with you.."	11
Said "hello"	"Are you okay..."	3
Said "hello"	"Hey kid, what's shakin' "	6
Fired laser at vent	"What's wrong with you.."	17
Fired laser at vent	"Are you okay..."	9
Fired laser at vent	"Hey kid, what's shakin' "	12
Didn't notice or ignored	"What's wrong with you.."	14
Didn't notice or ignored	"Are you okay..."	6
Didn't notice or ignored	"Hey kid, what's shakin' "	9



17

The ladder is at a distance of 12(feet/yards/meters, the exact measurement is not necessary) and it's close enough to the child that he will be able to scale the ladder in one action.

You need to make a Movement action, which is based on Athletics. However, the armor you wear slows you down. Make an attempt with a skill bonus of only +2, but adding the value on the effect die.

Movement attempts are just slightly different from other attempts in that there isn't a target number. The total result of the attempt is equal to the distance travelled.

If you make the attempt of 12, you catch him before he can get up the ladder. He struggles and screams for awhile, but you eventually get him to calm down enough to get him out of there. You exit the complex and make it back to the village.

Go to section 18.

If you don't make the attempt, the child races up the ladder into the service tunnel. You sigh as you realize that it's going to be a long day...

If this were a regular adventure, you would likely follow the child into the service tunnel and on to the next section of the adventure.

18

You return to the village and the inhabitants immediately take a liking to you. From this point forward, interactions will be more beneficial to the squad. At some point after you return to your home base, you're given a commendation for your actions. Well done!

Adventure Comments:

Not all of the rules used in the full game are explored in this adventure. The number of choices is far below what you should expect on a normal GM-created adventure. And, there are a wide variety of different professions, special abilities, equipment, enemies, and more in the full game.

Fading Horizons is a science-fiction role playing game set in a far future galaxy where the civilized worlds of a fragmented empire are under threat of termination by a malign Artificial Intelligence.

As of current (06-2016), the full rulebook contains:

- * 17 Home worlds, each providing starting skill levels
- * 10 Professions, each with unique special skills and abilities
- * Randomized special events when generating heroes, adding to their backstories
- * Equipment lists with weapons, armor, and devices
- * Customized gear
- * "Cursed" equipment from a prior age, dangerous and powerful
- * Spacecraft and space combat
- * Allies and enemies, from the alien to the robotic
- * A guide for novice game-masters who want to start running their own adventures
- * And, a simple set of dice mechanics that covers nearly all skill resolution attempts

The rule system is modularized, allowing for removal of undesired campaign elements without major impact on the core rules and campaign backstory. Some modular components include:

- * Two truly alien special professions (more than just "a guy in a rubber suit"):
 - * The **Defensor autem Solis**, living precursor artifacts comprised of clockwork gears and glowing crystals. They travel into the unknown, not knowing their true purpose
 - * The ghostlike **Inmortalis**, semi-physical manifestations of psionic ability, tethered to the normal worlds of humanity by a device containing their "soul".
- * Enigmatic Precursor artifacts that may grant strange powers

The Fading Horizons game is designed to allow the campaign to slowly evolve according to the exploits of the heroes and the game-master's style of running adventures.

