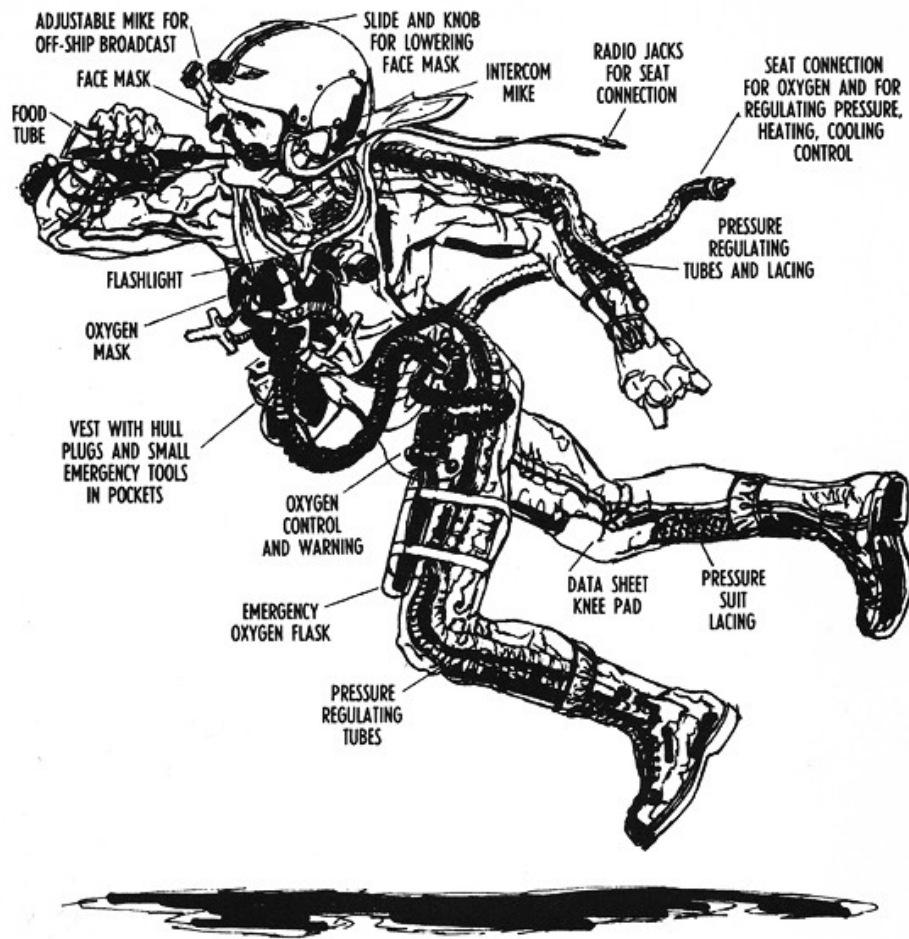


DAYTRIPPERS

OPEN SOURCE RULES



by TOD FOLEY, MIKE BURRELL, ERIK BATTLE, JENS MATTSSON,
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DAYTRIPPERS

A Science Fiction Surreal Future Reality-Hopping OSR RPG

Source Rules Collection | Version 3.0 | 25 Jul 2017

*In a sun-bleached barn outside Sacramento, CA circa 2017, a group of physicists, shady g-men, grad-students, tourists and an array of amateur explorers and nü-gonzo-revivalist writer-dudes gather around a collection of strange vehicles that resemble lunar landers. Each is painted a garish colour and prepped to "shift" along an angle of slippage into a crazy new plane of existence. Their mission, in the words of Gene Roddenberry, is to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before. These are the voyages of the **DayTrippers**.*

Each ship is equipped with enough fuel to support its crew and dimensional-shift engines for, predictably enough, one day. The idea is simple: slip into alternate universes and pocket dimensions, where you'll steal, trade or plunder enough goodies to pay for the next trip, ship upgrades and your student loans. The other end of the universe is a crazy place, filled with strange, dark cities, glowing swamps and crystal spires under mysterious stars. Danger bounds, but so do the riches. Time to zip-up that Automated Survival Suit and seal those pods tight! Let's slip-n-slide!

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NOTE: This mark ▼ indicates that an optional rule exists. See the **Optional Subsystems** section.

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Character Generation

Here's how to create your *DayTrippers* character.

Step 1. Character Class ▼

Choose a **Character Class** from the list below. This may also tell us your character's profession or type of work, and the GM may infer all sorts of relations, locations and obligations from this fact. You can make up a lot of these personal details too, subject to GM ruling.

Amateur Explorer	Celebrity/Entertainer
Gonzo Writer	Government Agent
Grad Student	Physicist
Politician/Nobility	Soldier
Special Forces	Tourist

Step 2. Character Building ▼

You build a character by spending **Character Points (CP)**. A typical beginning character gets **100 CP** to spend on **Stats, Skills, Gear, Crew, Fame** and a **Ship***. You may also choose to go into **Debt** to obtain more CP. All of these options are detailed below; just go through the steps in order.

* The GM may choose to raise this limit in order to run high-powered or more experienced characters. The total CP value of all characters in a party should ideally be roughly similar, but again, this is left to the GM's discretion

2.1 Stats

Stats tell us how well your character performs various types of tasks without any training or equipment. The **Stat Score** is a logarithmic scale of 1 to 6, with 6 representing the apex of the human genome. Normal unskilled people have 1 in every Stat. Your **Stat Score** indicates how many d6s you'll roll during Action Resolutions relying on that Stat. The Stats are :

- BRAINS** – knowledge & perception functions
- CHARM** – social & communicative functions
- GRACE** – agility & dexterity functions
- HEALTH** –biophysical & immunity functions
- MIGHT** – strength & force functions
- PSYCHE** – sanity & integrative functions

Buying Stats ▼

Every Stat Score begins at 1. To raise a Stat Score, spend Character Points as shown below:

- To start a Stat at 2 = 5 pts
- To start a Stat at 3 = 15 pts
- To start a Stat at 4 = 40 pts
- To start a Stat at 5 = 100 pts
- To start a Stat at 6 = 200 pts

2.2 Skills

Skill Levels are rated on similar scale of 1 to 6, with 6 representing the epitome of human accomplishment. The Skill Levels are:

- 1 = trained
- 2 = journeyman
- 3 = expert
- 4 = master
- 5 = innovator
- 6 = legend

All Skills are based on a Stat (some are based on two, either of which may be used depending on the circumstances). For all relevant Action Resolutions, your Skill Level will be added to the total rolled using the base dice from that Stat.

Example: A character with a **MIGHT** of 2 and **Fighting Skill Level 1** would roll 2d6, take the highest, and add 1 when fighting.

SKILLS LIST (COMMON EXAMPLES ONLY)

<u>SKILL NAME</u>	<u>BASE STAT</u>
Acting †	Charm
Artform †*	Grace
Athletics *	Grace, Might
Camouflage †	Brains
Driving/Piloting *	Grace
Drug Tolerance *	Health, Psyche
Electronics †	Brains
Encryption	Brains
Engineering (design) †	Brains
Fast-Talk	Charm
Fighting/Weapon *	Grace, Might
Firearm *	Grace
Language *	Charm, Brains
Mathematics	Brains
Mechanics (repair) †	Brains
Medicine †	Brains
Mnemonics	Brains, Psyche
Mounted Weaponry	Grace
Programming	Brains
Psychology	Psyche, Charm
Rhetoric	Charm, Brains
Science †*	Brains
Streetsmarts	Charm, Psyche
Slip Dynamics	Brains
Stealth	Grace, Psyche
Stellar Navigation	Brains
Survival *	Brains, Health

* For this skill, specify the area or subskill you specialize in (e.g.: "Science:Biography" or "Firearm:Rifle").

† A "Pro Kit" exists for this skill (see Gear).

Additional Skills

The GM may decide to allow both PCs and NPCs to possess Skills which are not on the Skill List. For each Skill thus created, a governing Stat must be determined.

Example: The Prince has a Skill Level of +2 in "Petulant Frenzy". What exactly is a "petulant frenzy"? It depends on the cause, the surroundings, it differs every time. But if it does happen, at least we know how good this character is at it, and what other characters will need to roll against to resist or defuse it.

Buying Skills

To buy Skill Levels, spend CP as shown below:

- To increase a Skill Level from 0 to 1 = 10 pts
- To increase a Skill Level from 1 to 2 = 20 pts
- To increase a Skill Level from 2 to 3 = 40 pts
- To increase a Skill Level from 3 to 4 = 100 pts
- To increase a Skill Level from 4 to 5 = 200 pts
- To increase a Skill Level from 5 to 6 = 500 pts

2.3 Items

All **Items** (gear, tools, weapons, "pro kits" and other practical things) are rated on a scale of 1 to 6 called a **Item Level**. The Item Levels are:

- 1 = well-made/superior/pure
- 2 = customized/exceptional/fine-tuned
- 3 = exquisite/masterpiece
- 4 = legendary/revolutionary/mythic
- 5 = intelligent (literally a "smart device")
- 6 = inexplicable/magical (see *Clarke's Third Law*)

An Item adds its Level to the total rolled for all applicable Action Resolutions.

Example: A character with a HEALTH of 1 who takes a dose of Exceptional Antibiotics (+3) would roll 1d6 and add 3 to resist infection.

Buying Items

- "Pro Kit" or normal weapon (no bonus) = 1 pt
- +1 item or weapon = 10 pts
- +2 item or weapon = 20 pts
- +3 item or weapon = 50 pts
- Automated Survival Suit = 2 pts

2.4 Crew ▼

You can hire as many crewmembers as you have capacity for (see *Ship* below). Crewmembers are NPCs who start with 1 in all their Stats. You may purchase Stats, Skills and Gear for them at the same prices shown above.

Hiring Crew

One crewmember can be hired for one year at a cost of 1 Character Point.

2.5 Fame

Fame Levels are, of course, rated on a scale of 1 to 6:

- 1 = local/professional
- 2 = regional
- 3 = national
- 4 = global
- 5 = historical
- 6 = cosmic

Fame can be useful. Your Fame Level may be used to determine if someone has heard of you: If they come from your locality or share your profession, the DL of that roll is 1; If they come from your general region, the DL is 2, etc. Roll 1d6 and add your Fame Level.

Fame may be used to modify any CHARM roll in an area where you're famous, to impress or get something you want out of someone (subject to GM ruling, of course).

Buying Fame

Fame Levels are purchased just like Skill Levels. For starting characters, we assume that you already have an agent, that you have done something (or do something) worthy of attention, and that somehow the public knows about you. The specifics will be up to you and the GM to decide.

Alas, the public's attention quickly fades if you don't keep "paying the price of Fame". You must pay the cost of your Fame Level each month, or it will decrease by 1.

2.6 Ship

Here's the part where we build your SlipShip. First, decide on your ship's **Capacity** (i.e., how many crewmembers, including yourself, it can hold).

Core Ship Components

Your ship *must* possess the following basic components, the cost of which will depend on Capacity:

- Frame/Body = 2 pts x Capacity
- Slip Capacitor = 1 pt x Capacity
- Powersource = 1 pt per mW (megawatt)
- Outer Hull (select bonus):
 - +1 = 2 pts x Capacity
 - +2 = 4 pts x Capacity
 - +3 = 8 pts x Capacity
 - +4 = 16 pts x Capacity
 - +5 = 32 pts x Capacity
 - +6 = 64 pts x Capacity

Optional Ship Components

The following components may be purchased at your option.

- Airlock = 3 pts
- ViewPort = 1 pt
- Headlights = 1 pt
- Spotlight = 1 pt
- Grappler = 1 pt
- Winch = 1 pt
- MF Radio = 1 pt
- Cabin (sleeping space for 1) = 2 pts
- Galley = 4 pts
- MedBay = 5 pts
- Cargo Hold = 1 pt per cubic meter
- Laser Beam = 3 pts (drains 1 mW per shot)
- Tractor Beam = 3 pts x max tonnage (drains target tonnage in mW per minute)
- Ion Cannon = 5 pts (drains 1 mW per shot)
- Torpedo Launcher = 3 pts
- Concussion Torpedo (select bonus):
 - +1 = 1 pt
 - +2 = 2 pts
 - +3 = 5 pts
 - +4 = 10 pts
 - +5 = 20 pts
 - +6 = 50 pts
- ForceField (select bonus):
 - +1 = 2 pts
 - +2 = 5 pts
 - +3 = 10 pts
 - +4 = 20 pts
 - +5 = 50 pts
 - +6 = 100 pts

Ship's Power

Calculate the Tonnage of your ship:

$$(2 + \text{Outer Hull Bonus}) \times \text{Capacity.}$$

The Power Requirements of your ship are:

$$(1 \text{ mW} \times \text{Tonnage}) \text{ per Hour.}$$

This basic power requirement covers all regular activity (life support, scanning, limited jet propulsion). Plan for your ship's power use wisely. If you run out of power on a trip, you'll be stranded in intra-space - and we know you don't want that!

2.7 Debt

Don't have enough to set yourself up the way you'd like? Consider taking out a loan! For every Character Point borrowed, you will owe 1 Mega to some character or financial entity. Your payment schedule is 1 Mega per month (on Home-Earth).

Each month you fail to make a payment, bad things will happen. Your Fame will decrease by 1 (to a minimum of 0). If your debt is to a financial institution, you must make a static CHARM roll against skipped payments (as a DL) to avoid having all your assets frozen. If your debt is to a private party, you must make a static CHARM roll against skipped payments (as a DL) to avoid facing whatever repercussions the GM has in store. Broken kneecaps, possibly.

If you fail to make six consecutive payments you will subject to arrest and trial on Home-Earth, or (in the case of certain private loans) a price will be put on your head and avoiding bounty hunters will become a thing in your life.

>>> END OF CHARACTER GENERATION

Action Resolution

There are two types of Actions that can be performed: *Unopposed Actions* and *Opposed Actions*. For each you'll roll a number of d6s and keep the best one. At the GM's discretion, each pertinent LifeShaper (which is not already reflected by a Skill or Stat) will grant you an extra die.

Your Action Roll (highest die) is then modified by Skill Levels, Item Bonuses and any applicable Mods.

Difficulty Levels

The relative difficulty of an Action is rated on a scale of 1-10. The *Difficulty Levels* are:

1 = no-brainer	6 = very hard
2 = easy	7 = unlikely
3 = challenging	8 = ridiculous
4 = difficult	9 = absurd
5 = hard	10 = insane

Sometimes a difficult task can be broken down into two or more easier ones. Actions of DL 7 or higher are impossible for an unskilled and unequipped human to perform without help.

Unopposed Actions

Only one character is involved. The GM sets a *Difficulty Level* for the attempted maneuver, and the Player rolls against this number on the *Action Resolution Table* below. To succeed completely in the task, you need to roll higher than the DL.

Example: Chaz wants to write a program to shut the broken airlock door. The GM decides this is DL 4. Chaz has no programming skill, so he must rely on BRAINS (2). The GM says "Roll 2 dice and keep the best. You're trying to beat 4."

Opposed Actions

One character is acting upon another character, and the outcome depends on how well both of them roll. In an Opposed Action, the *Defensive Roll* sets the Difficulty Level of the task, and the *Active Roll* tries to beat that number.

Example: Marty wants to convince Choco, an NPC, to invest in his pyramid scheme. Since Marty has no Rhetoric skill, he will use his CHARM Stat (which is 3). And because there is no innate DL (it depends on the target's stats), the GM calls it an Opposed Action vs the NPC's BRAINS Stat (which is 1). So the GM rolls 1d6 for Choco and gets a 4. Marty will roll 3d6 and take the best one, trying to beat 4.

Standard Modifiers

The following Mods are applied depending on circumstance:

- + applicable Bonuses for Skills and Items
- +1 for superior position or advantageous condition
- +1 for Character Development that provides insight
- 1 if wounded for 2 hits or more
- 1 for each Frame defeated in a dialog exchange
- 2 if attempting two Actions at once (applies to both)

Interpreting Action Rolls

Everyone involved will roll dice only once per Frame. Mods are applied to the highest die rolled. Finally, opposed rolls are compared on the Action Resolution Table and resolved. If the highest natural roll in an Opposed Action was rolled by a Player (or in case of a tie), the PCs resolve their actions first. If it was rolled by the GM, the NPCs resolve their actions first.

Yes & No

Any result of "YES" indicates that the character succeeded in doing whatever were trying to do. Any result of "No" means they didn't. After that, it's all ANDs and BUTs.

And & But

Any result of "AND" or "BUT" indicates a tactical mishap, a stroke of good luck or bad luck, a gain or loss of advantage, damage to something worn or carried, a character taking control of an object or situation, or whatever else makes the most sense, depending on the situation and the GM's ruling. **The GM interprets all NPC and "negative" results. Players suggest their own "positive" results.** Be creative with it, but try to keep it within the reality of the gameworld. The GM will work with your idea to whatever degree is possible (within the reality of the gameworld).

Action Resolution Table

Once the dice are rolled, the Active Roll (plus Modifiers) is compared to the Difficulty Level or Defensive Roll (plus Modifiers), and the table below is consulted to determine the results. Results with an asterisk (*) may result in experience points.

DICE RESULT	FICTIONAL RESULT
MISS BY MORE THAN 1	NO, AND (something negative happens) *
MISS BY 1	NO, BUT (something positive happens)
HIT EXACTLY	YES, BUT (something negative happens)
EXCEED BY 1	YES (nailed it precisely)
EXCEED BY MORE THAN 1	YES, AND (something positive happens) *

Combat

Combat is handled in *Frames*. Combat Frames do not represent any fixed period of time. They're more like panels in a comic strip; they don't represent every single move made by each character. Instead, they represent those pivotal moments that capture the story of the fight sequence.

Combat Rolls

For each Frame of combat, all involved characters declare what they want to focus on: *Attacking*, *Defending*, or *Doing Something Else*. They also name the skills or Items they'll be using to do it (whether fighting or not). All actions will then be resolved simultaneously.

Attacking

For weapons or firearms, roll GRACE.

For hand-to-hand or brawling, roll GRACE or MIGHT.

+ Fighting Level + Item Bonus + Armor Bonus

Defending (dodging, parrying or seeking cover)

Roll GRACE.

+ Fighting Level + Armor Bonus + Cover Bonus

Doing Something Else

Make a normal roll for whatever action you are attempting.

The DL for any attacks against you will be 1 + your Armor Bonus.

Interpreting Combat Rolls

Defending rolls are only used to determine the DL for attacks.

Attacking rolls are compared to the Defender's or Target's DL.

A result of "YES" indicates that damage has occurred. A result of "AND" or "BUT" indicates a mishap, a positional modifier, a gain or loss of advantage, or one character taking control of an object or space (depending on GM's ruling).

Harm is described by the GM based on what the attack was trying (or expected) to do, and on the fictional positioning of the character involved.

Example: Chaz and Marty are confronted by four Goons in the control room of a Type IV Flying Head. The Goons are on the other side of a console that nearly spans the width of the room. Our heroes want to get out the side door on the left. That door is locked by a with a keypad security device DL 4. The Goons draw their guns.

First Frame: Chaz declares that he is running to the door, tumbling and zigzagging. The GM will rule this as Defending. Marty declares he will be laying down covering fire, trying to force the Goons to duck behind the console. Two Goons will shoot at Marty and two at Chaz. Everyone rolls their dice. The results are:

Chaz (GRACE 3 Judo +1) = 6

Marty (GRACE 3 Rifle +2) = 5

Goons vs Chaz (GRACE 1 Firearms +1) = 4, 2

Goons vs Marty (GRACE 1 Firearms +1) = 5, 6

Resolution: Chaz runs across the room, weaving as he goes. Since Marty's shots are targeted at the entire group of goons, the GM calls for a Contest Action vs a single GRACE roll for all of them, and rolls a 4. Marty's 5 vs 4 gives him a YES result. The GM rules that Marty has succeeded in his goal: the goons' next Frame will be spent diving for cover. But while he was doing that, they were shooting, so we resolve their actions as well. The two Goons shooting at Chaz compare their 4 and 2 against his 6. This gives them each a "NO AND" result. The GM rules that they both miss, AND they both empty their clips. The two Goons shooting at Marty compare their 5 and 6 to his 5. That's a "YES BUT" and a "YES". The GM rules that Marty takes two hits, choosing to decrement his CHARM and MIGHT Stats, BUT then one of the Goons fumbles and drops his weapon.

Second Frame: Chaz declares he's fiddling with the keypad device. This will be a Static Action vs DL 4. Marty declares he'll run across the room to join Chaz. The Goons are busy diving behind the console. Everyone rolls their dice. The results are:

Chaz (BRAINS 2) = 4

Marty (GRACE 3 and Rifle +2) = 5

Goons (GRACE 1) = 4

Resolution: Chaz compares his 4 to the security keypad's DL of 4. That's a "YES BUT". While the Goons dive for cover, Chaz succeeds in bypassing the security system BUT the door doesn't open automatically. Marty makes it to his side.

Third Frame: Chaz declares he's laying down suppressive fire while Marty opens the door and runs out. The Goon with ammo pops up and fires at Chaz. Another presses the alarm button behind the console. Everyone rolls their dice. The results are:

Chaz (GRACE 2 and Rifle +1) = 5

Marty (GRACE 3 and -1 for moving) = 5

Goon (GRACE 1 and Firearms +1) = 4

Resolution: Marty opens the door and runs out. Chaz compares his 5 to the Goons' 4. This gives him a "YES". The GM rules that Chaz has succeeded in picking off that Goon. But not before the Goon's shot was squeezed off, so we resolve that action as well. The Goon compares his 4 to Chaz' 5. This yields a "NO BUT". The GM rules that Chaz is not hit, BUT the door slides shut again. Just then, the alarm goes off.

Taking Harm

When you take harm, you suffer a -1 penalty to one Stat (chosen by the GM as befits the situation). The first -1 can be healed by resting for one day. Subsequent harm will require weeks to heal. If three of your Stats reach zero, you're dead.

The nature of the harm will suggest the Stat affected:

- BRAINS** – damage to the head or sensory systems
- CHARM** – damage to the face, neck, mouth or skin
- GRACE** – damage to limbs, phalanges, joints or spine
- HEALTH** – damage to major organs or intestines
- MIGHT** – damage to muscles, bones or nerves
- PSYCHE** – damage to the brain, drugs, pain, duress

If the Attacker doesn't call a particular location, the GM will apply the damage to a logical area of the body affecting the highest remaining Stat possible.

Example: The first time Marty swings at Chaz, he calls out a shot to the face, and hits. The GM rules that the punch indeed strikes Chaz in the face, giving him a split lip, and this is reflected by decrementing Chaz' CHARM (from 2 to 1). Chaz' player writes the new "Harmed Stat" of CHARM 1 on the character sheet. The second time Chaz takes a hit (same fight), Marty's player doesn't call a location. The GM decides to take the point from GRACE, ruling that Chaz suffers a broken finger while defending himself.

Healing

The first hit is free. Well, almost. If you take no more than a single hit, it can be healed by resting for one day.

This capability is lost when you take a second hit. When Harm has been determined and you've suffered more than 1 hit, your wounds will require weeks to heal. A rough approximation is one week per hit, given access to 21st-century medical technology, or two weeks per hit without it.

Here's the thing, though: Each week of rest, you'll have to make a HEALTH roll against your current damage total in order to actually remove a point of Harm. This means it could take significantly longer than expected for you to heal. If your HEALTH is zero then you're in a coma or in critical condition, and you're going to require surgery before your body's healing process can begin.

Order of Healing

All harm heals in alphabetical order (you didn't know that?)

Example: Chaz takes 3 hits (CHARM, GRACE and MIGHT), and ends up in the infirmary. He'll be here for roughly 3 weeks. At the end of the first week he makes a HEALTH roll (1 die for a HEALTH of 1) against a DL of 3. He gets a 5. On the Action Resolution Table, this yields a result of "YES AND". The "YES" means one point of Harm will be healed. The GM rules that the "AND" means an extra point of Harm will be removed, and applies the healing to CHARM and GRACE. (Notice this is in Alphabetical Order)

Experience Points

Subject to GM ruling, Experience Points (XP) are awarded to PCs at pivotal moments during the adventure and upon each return from a DayTrip.

FOR EACH NODE VISITED VIA SLIP, each PC onboard receives 1 XP.

FOR EACH SUCCESSFUL RETURN TO HOME-EARTH, each PC onboard receives 1 XP. ON A MISS BY more THAN 1, if the defending character is a PC, they receive 1 XP.

ON AN EXCEED BY MORE THAN 1, if the acting character is a PC, they receive 1 XP.

FOR EACH NEAR-DEATH EXPERIENCE (reduction to "dying" status or five minutes from death), receive 1 XP.

FOR EACH LIFE SAVED (i.e., for every character who would have died if the PC hadn't done what they did), all PCs who played a determining role in the outcome get 1 XP.

FOR EACH ENEMY DEFEATED (i.e., for every NPC who would have succeeded in some evil plan if the PC hadn't done what they did), all PCs who played a determining role in the defeat get 1 XP.

FOR EACH VALUABLE ARTIFACT OR MAJOR DISCOVERY BROUGHT HOME, a number of XPs equal to its Level or Item Bonus is given to each PC who played a determining role in retrieving it, discovering it, or getting it back home.

ADDITIONAL XP: The GM may decide to grant XP for events which are not listed above if it seems like a lesson has been learned, the plot has been significantly advanced, or a significant obstacle has been overcome.

Spending Experience

XP can be spent to enhance your character in many ways, including *Stat Scores*, *Skill Levels*, *Inventions*, *Applications*, *Fortune* and *Fame*. Experience Points can only be spent during Downtime (either on Home-Earth between missions, or while remaining in a suitable Destination for an extended stay with the proper materials). This represents "sped-up" consecutive time during which your character is studying, training, inventing things, getting rich, or appearing on national talknets. A *video montage*, if you will.

Stat Improvements

1 XP = 1 CP for buying advances in *Stat Scores*. After play has begun, the cost of a Stat advance equals the cost of a *Skill Level* advance (e.g., raising a Stat from 1 to 2 costs 20 CP). Assuming full-time training, the time required for a Stat advance is the CP cost of the Score you're attaining, in weeks.

Skill Improvements

1 XP = 1 CP for buying advances in *Skill Levels*. The amount of time required for a one-point Skill level increase is the cost of the Skill Level you're trying to attain, times one week.

New Skills

1 XP = 1 CP for buying new Skills.

Inventions and Applications

Subject to GM ruling, any character with the appropriate skills can prototype a new Invention or create an application for a Major Discovery. This can only happen during Downtime (either on Home-Earth between missions, or while remaining in a Destination for an extended stay with the proper materials and equipment). *Note that this only happens when a player specifically asks for it and describes the device or application they have in mind.*

The XP cost of an Invention or Application is equal to the Item Bonus cost for the thing you're creating. There is also a development cost in Megas equal to the Item Bonus itself, and the time required is equal to the XP cost times one week.

Example: inventing a +3 Item will cost 8 XP and 3 Megas, and will take 8 weeks.

Fortune

1 XP = 1 Mega for purposes of Fortune. This income represents money made by selling the rights to your story, publishing a book, sponsoring a commercial product, getting a grant, receiving a donation from a wealthy patron, etc. Subject to GM ruling, this money may be spent on anything the player wishes to buy. Characters may decide to purchase homes, vehicles, antique thumbdrive collections, or whatever else the GM allows in the world. The GM should base the cost of typical items on today's prices multiplied by 10. Roughly speaking, 1M will get you an awesome car or a crappy house.

Fame

Fame can only be increased while your character remains in a location where they have a reason to *be* famous, and at least once during the month they must make public appearances, grant interviews, give performances, throw festivals, support causes, attend conferences, pose for photos, speak to the press, or otherwise reach out to the public.

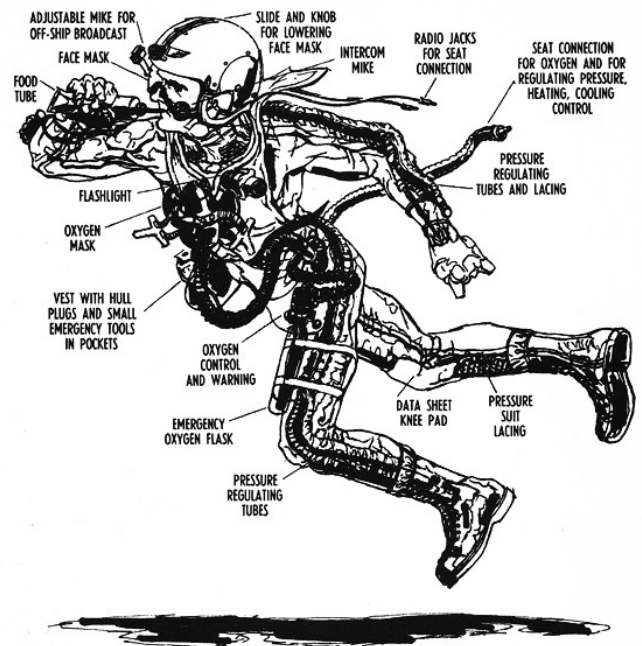
The cost of a Fame Level is the same as a Skill Level. If your character has been on a publicized DayTrip or done something notorious within the last month, the time required to attain your Fame is the cost of the Fame Level you're attaining, multiplied by one day. If not, it's multiplied by one month, and you must pay 1 Mega for an agent and a PR campaign.

The price of Fame must be paid monthly or it begins decreasing. **For every month of gametime you go without paying the price of Fame,** your Fame Level decreases by 1 (to a minimum of 0).

If you are ever involved in a public scandal, convicted of a felony, or return from a mission that is deemed a Total Failure by the press, your Fame Level gets set back to 0 again.

Your Automated Survival Suit

It's automated. You wear it to stay alive. Sheesh.



Your Suit's Power

Your Automated Survival Suit possesses its own powersource, which typically is filled from the Ship's reserve. The suit's battery capacity allows for 100 kW of power.

Of course, that power tends to get used up.

Burn 1kW of Suit Power when...

- You sleep in the suit for one full day.
- You wear the suit while entering a hazardous atmosphere or vacuum, and for every hour thereafter.
- You use the suit to carry heavy loads (greater than you could carry without it) for 10 minutes.
- You wear the suit while under physical exertion (deep breath, high heartrate) for 5 minutes.
- You wear the suit while suffering a major wound, illness or trauma for 5 minutes.
- The suit undergoes automated emergency repair.
- You use the suit's medical scanners and administrators.
- You broadcast large data packets or broadcast over great range.
- You activate the suit's energy shielding, and for every 5 minutes thereafter.
- You use the suit's jumpjets.
- You use the suit's longrange scanning.

Ship's Power Costs

Special actions or events onboard can incur power costs: Emergency repair, return-slipping, defensive shielding or cloaking, mining, long-range scans, communicating with Earth, etc., all will cost you power.

Burn 1 mW of power when...

- You use the ship's longrange scanners.
- You activate energy shields or cloaking.
- You travel with all cargo holds full (x2 Fuel costs for slipping/maneuvering)
- You use the ship's tractionpulse beams.
- You utilize automated repair systems.
- You launch probes.
- You activate mining equipment/research pods/FTL drives.
- You activate the Medical Response Tank.
- You broadcast upangle to Earth.
- You charge the fuel reserves of a Survival Suit.

Burn 1 mW per Ton when...

- You return to Earth.
- You use the ship's retrothrusters.
- You maneuver within an atmosphere.

DayTripping

Mission Types

A variety of contracts and missions, both public and private, may be available at any given time. These mission types include:

- Exploration/Into the Unknown
- Emergency/Rescue
- Sightseeing/Tourism
- Surveying/Fact-Finding
- Acquisition/Trade
- Politics/Diplomacy

Exploration/Into the Unknown

Goal: To explore a specific set of Slip Coordinates for the first time ever, in order to help complete our knowledge of the multiverse.

Emergency/Rescue

Goal: To return a stranded DayTripper or vessel from a dangerous location or Node.

Sightseeing/Tourism

Goal: To safely transport a ship full of paid vacationers to a well-known and mapped destination, show them a good time, and get them back home again.

Surveying/Fact-Finding

Goal: To flesh out or complete the mapping of a previously-visited but still largely unknown Node, to augment our existing knowledge of its inhabitants and cultures, or to discover whether any resources can be traded or extracted from the Node.

Acquisition/Trade

Goal: To acquire a shipment of some desired resource or valuable commodity, either in exchange for provided cargo, or via some other means.

Politics/Diplomacy

Goal: To represent an Earth government or corporation in negotiation with representatives of the destination Node.

Slip Types

So far, five different types of Slippage have been discovered:

Cartesian Slips result in nearly-instantaneous space travel within our universe, similar to traveling via wormhole or teleportation.

ParaTerran Slips lead the way to “Alternate Earths” in which major changes have occurred relative to our timeline, usually descended from a single pivotal bifurcation in history.

Temporal Slips take you forward or backward in the timeline of Home-Earth. *[This is what Zayim Diaspora was intending to do.]*

Subjective Slips are sometimes comfortable and sometimes very not, they are among the least understood of all slip dynamics. *[This is what Diaspora actually did.]*

Compound Slips are dangerous, unpredictable, and are rarely attempted deliberately. They sometimes happen due to Flux Storms, and may result in your ship being dropped into the *Multiversal Chao*.

Node Types

Based on accumulated reports, all known DayTrip Nodes have been classified into the following six categories, each of which is detailed below:

- **Known Planets** (*Cartesian Slip*)
- **Unknown Planets** (*Cartesian Slip*)
- **Time Travels** (*Temporal Slip*)
- **Alternate Earths** (*ParaTerran Slip*)
- **Dream Worlds** (*Subjective Slip*)
- **Multiversal Chao** (*Compound Slip*)

Known Planets

If desired, the GM may use some existing system, like the *Traveler* or *SpaceMaster* rules, to generate these destinations.

Unknown Planets

Same as *Known Planets*, but the PCs don't necessarily know which universe they're in.

Time Travels

Home-Earth in another time, watch out for paradox!

Alternate Earths

You're on the third planet from Sol, but something has caused world history to go in another direction.

Dream Worlds

Theories about the mysterious "Dream Worlds" of SlipSpace abound but the truth is, no one really knows how a Dream World comes to be. Dr. Howard Belknap Barker, Professor Emeritus of SlipSpace Dynamics at the Western Academy of Intraspace Technology - that famous hall known by alumni as "The Ziggurat" - has championed a theory which proposes a radical vision of bi-causality in the relation between subjective and consensus realities at both interpersonal and intra-personal levels. On Barker's view, there exists (for example):

- a world for every dream or nightmare ever had by Edgar Allan Poe
- a world for the sum of all dreams and nightmares ever had by Edgar Allan Poe
- a world for the conscious experience of the historical reality of Edgar Allan Poe
- a world for the unconscious contents of the mind of Edgar Allan Poe, and
- an "unfinished" world for every half-baked idea that ever arose in the mind of Edgar Allan Poe

In this much all conscious minds seem to be similar – i.e., there exists a whole set of Dream Worlds based on your personal dreams and your own consciousness, as well as mine, etc. But since Poe has affected so many people with ideas springing from his fertile mind, he has managed to spawn additional Dream Worlds corresponding to these deeply-imagined and oft-reiterated works. Thus we have:

- a world for every story written by Edgar Allan Poe
- a world for the sum of all stories written by Edgar Allan Poe
- a world for the sum of all impressions drawn by all readers ever from all stories written by Edgar Allan Poe, and even
- a world for the sum of all impressions drawn by all readers ever from all stories which have some similarity or connection to stories written by Edgar Allan Poe but weren't written by Edgar Allan Poe

Technically speaking, Dream Worlds are not “Worlds” but Pocket Universes, with their own internally-consistent laws of matter, energy, time and causality. As reported by DayTrippers who have returned with their sanity intact, everything in a Dream World has a “veiled” quality to it and apparent common-sense conclusions are not always logical, even in regard to such fundamentals as the size and shape of your own body, the persistence of matter, or the law of gravity.

Such cognitive dissonance can lead to a subjective experience of displaced anxiety, intense frustration, overwhelming stress, self-loathing, or emotional outbursts. It feels as if your perception of “objective” reality is constantly and doggedly veiled by another, unseen reality of equal or greater cognitive impact. This feeling has been described subjectively as being similar to “beta stage disorientation”, in which sleepers cannot tell whether they're dreaming or awake, and experience a confusing, co-mingled awareness of both states.

Although Dream Worlds are certainly among the most terrifying and incomprehensible of all SlipNodes, they have also been the sources of some of the most powerful artifacts and innovative concepts ever brought back from SlipSpace.

The Multiversal Chao

A whirling maelstrom comprised of every type of energy from all universes, some collapsed into physicality, some in various phases of morphogenesis or demorphication. Here in the Chao, the laws of physics flux wildly from moment to moment, logic and proportion have fallen softly dead, the falcon cannot hear the falconer, and your mind? It's gone.

DayTrip Generation

The following rules are deliberately sketchy and suggestive. They are intended to assist the GM in creating destinations and adventures for DayTrippers. The GM should be able to generate a few teasers quickly and easily, and then allow the players to select one. The selected mission is then quickly roughed out, and play proceeds.

To Create a Daytrip, follow these steps:

- Determine the Mission Type
- Determine the Node Type
- Determine the Vector(s) of Slippage *
- Determine the Slip Distance for each Vector *
- Determine details, obstacles and maguffins
- Create Locations/NPCs/Objects/Events

* For Alternate Earths and Dream Worlds only.

Determining Missions Available: The Big Board ▼

The working assumption here is that there exists some sort of "Big Board" or grapevine through which DayTripper Teams become aware of contracts currently accepting applications or bids. At any given time there are 1d6 missions on the Big Board.

The GM may certainly make any desired missions available, but in a pinch, the following table may be used to generate missions for the Big Board:

ROLL	MISSION TYPE	NODE MOD
2-4	Exploration	+0
5-6	Emergency/Rescue	+0
7-8	Sightseeing/Tourism	+6
9-10	Survey/Fact-Finding	+2
11	Acquisition/Trade	+4
12	Politics/Diplomacy	+6

Determining Node Type

The following table may be used to generate a Node Type for each mission. For a typical mission board result, roll 2d6 and add the NODE MOD from above. (If your players prefer high weirdness, roll 1d6 or 1d8 instead.) Then consult the following chart:

RESULT	NODE TYPE
2-3	Multiversal Chao
4-5	Unknown Planet
6-7	Dream World
8-9	Alternate Earth
10-11	Time Travel
12+	Known Planet

Dream Worlds – Vectors of Slip

For Dream Worlds, roll 2d6 on the table below:

ROLL	WHAT HAS SLIPPED?
2-5	Appearance
6-8	Behavior
9-12	Meaning
Doubles	Multiple: as rolled & roll again

Appearance refers to observable physical details. **Behaviour** refers to mechanical functions (skills, rolls, etc), and **Meaning** refers to narrative/thematic purpose.

Example: If you roll two 2s, that would mean Appearance has slipped (4) AND roll again. This process may repeat until the same vector is rolled twice.

Dream Worlds – Slip Distance

For Dream Worlds, the Distance of Slip must also be determined. Simply put, for each of the Slip Vectors determined above, we must ask *How far has this vector slipped from the PCs' expected reality?* Roll 2d6 for each Vector of Slip:

ROLL	SLIP DISTANCE
2-4	Very slightly; only small divergences
5-6	One major divergence
7	Direct allegory: it has become symbolic
8-10	Obscure connection (line from a song, antiquated figure of speech, free association, linguistic confusion)
11-12	Totally random, will never be explained.

Example: Assuming "Appearance" has slipped, a roll of 7 would indicate that the slip was directly allegorical. The GM might decide to make people into animals in this Dream World, and the animal they became would represent their role in society, but in all other ways they would still behave as regular people.



More Surrealism!

To create a surreal destination, you'll need to tweak some aspects of reality, but not all. Subtlety and non-sequiter can be chillingly effective. The following subsystems may help in brainstorming this out. They can be applied to places, characters or things.

Tweaking the natural world

Think of a natural law or process, or look at the natural laws and processes which are at play in the scene and choose one. Then...

- Reverse it or degrade it
- Make it work on different elements or objects
- Have it be controlled by a person/some people
- Have it be controlled by a machine or a system
- Think of an impossible way to exploit it and do it
- Make it produce the wrong things
- Make it produce inorganic things

Tweaking the constructed world

Think of a type of common machine or device, or look at the machines and devices which are at play in the scene and choose one. Then...

- Give it different input or from a difference source
- Make it create a different kind of output
- Make it run on an impossible fuel source
- Make it produce organic things
- Make it intelligent, emotional, or communicative
- Have it be controlled by a natural law or process
- Make it ridiculously large or small

Tweaking characters

Think of a person, archetype, or character, or look at the characters in the scene and choose one. Then....

- Alter their age
- Alter their gender
- Give them an animal part
- Give them a machine or tool part
- Put a machine inside them
- Give them a purely symbolic part
- Fuse them with another person or role
- Take away their greatest asset
- Turn their emotions up to 11 or down to 0
- Enhance one of their skills to *Revolutionary* (+6)
- Swap their function with another person or type
- Invert, replace or conflict their core motivation
- Put them inside something symbolic or alive
- Remove something important from them

Optional Subsystems

The following rules are suggested for alternate setups and different styles of play.

■ **Class Matters**

Replaces the "Character Classes" section

Your PC's class gives you a choice of one free Stat boost, and may bring special rules into play as shown below. Class and Stat choices are applied *before* any Character Points are spent.

Amateur Explorer – Add 1 to GRACE or HEALTH. Add 1 to any Science Skill. You are in Debt for 1d6 Megas to your university, equipment provider, or private investors.

Celebrity/Entertainer – Add 1 to CHARM or GRACE. Add 1 to any Artform or Musical Instrument Skill. Add 1 to FAME. You are in Debt for 2d6 Megas to your agent, manager, or label.

Government Agent – Add 1 to CHARM or PSYCHE. Add 1 to any Firearm Skill, Hand Weapon or Fighting Style. You have a Secret Rank (see Rank rules). You must obey all direct orders from superior officers or face an investigation by internal affairs. You are on a Mission. You are being entrusted not to fail. The GM will tell you all about it.

Gonzo Writer – Add 1 to CHARM or BRAINS. Add 1 to Artform:Writing. You are in Debt for 1d6 Megas to your agent, lawyer, drug dealer, or bookie.

Grad Student – Add 1 to HEALTH and take Alcohol Resistance +1, or add 1 to BRAINS and add 1 to any Science Skill. You are in debt for 1d6 Megas in student loans.

Physicist – Add 1 to BRAINS and take Science:Physics +1, or add 1 to PSYCHE and take Slip Dynamics +1. You must publish at least one "Application of a Major Discovery" per year, or lose your position.

Politician/Nobility – Add 1 to CHARM or PSYCHE. You have a Political Rank (see Rank rules), and the ability to enact laws and issue communications as befitting your office. As long as you avoid scandal, your Fame will never drop lower than your Rank. But you are in Debt to campaign financiers or someone behind the scenes. This obligation *could* in theory be bought off at any time – for your Rank times 100 Megas.

Tourist – Add 1 to CHARM or PSYCHE. You have no responsibilities on the ship whatsoever, and cannot be ordered to do anything you don't want to do. If you are ever inconvenienced or discomfitted in any way, you have the right to demand service, behave childishly, or complain. If they treat you badly enough, you'll consider bringing about a Scandal.

Soldier – Add 1 to MIGHT or GRACE. Add 1 to any Firearm Skill or Fighting Style. You have a Military Rank (see Rank rules). You must obey all direct orders from superior officers or face court martial.

Special Forces – Add 1 to MIGHT or PSYCHE. Add 1 to any Firearm Skill or Hand Weapon. Add 1 to any Fighting Style. Add 1 to any other Skill. You have a Military Rank (see Rank rules). You must obey all direct orders from superior officers or face court martial. You are on a Mission. You are being entrusted not to fail. The GM will tell you all about it.

■ Better, Stronger, Faster

Modifies the "Character Building" step of Character Generation

The GM sets a different base number of CP for character generation. 100 is the recommended minimum, but you can always go higher.

■ Not Legendary Yet

Modifies the "Stats" step of Character Generation

Starting Stats higher than 3 are not allowed. Stats may be purchased with Experience Points in a manner similar to Skills.

■ Crew Designations

Replaces the "Crew" step of Character Generation.

1. Each SlipShip may have 1 crewmember per point of capacity. Each player should generate and play one crewmember before generating a second or an Escort.

2. Each crewmember should assign themselves a designation, this is their "base stat-block."

Command - Communication, Intrastral Navigation, Appraisal

Engineering - Repairs & Maintenance, Propulsion Flight, Landing

Systems - Scanning & Telephony, Data interpretation, Repairs & Maintenance

Research - Scientific Field, Observation, Exploration

Medical - Treatment, Diagnosis, Psychology

You can have multiples of the same designation, but this will make the crew more specialised. Each designation gives bonus dice to related skills.

■ Rank

Optional Mechanic

Politicians, Government Agents, Military Personnel and Espionage Agents possess a *Rank* score. Rank may be purchased at the same cost as Skills. Some suggestive terms for Rank Levels are:

MILITARY	POLITICAL	SECRET
1 = Enlisted	Civic Office	Spy
2 = Lieutenant	Mayor	Cell Leader
3 = Captain	Governor	Chief
4 = Major	President	Diplomat
5 = General	Emissary	Initiate
6 = Admiral	Ambassador	Illuminatus

Subject to GM ruling, your Rank score may be used when dealing with fellow enlisted to assert your authority, state your opinion to a superior officer, propose a plan of action to a superior officer, make a requisition of materiel, or give an order to a subordinate. The other person's Rank is the DL of a static action. Make a CHARM roll +Rank against it.

If you are involved in a public scandal or return from a mission that is deemed a Total Failure by the press, your Rank is decreased by 1.

If you are convicted of a felony, you are discharged. Your Rank is removed completely and forever.

If your Rank is 2 or higher, you may retire at any time. After retiring, your Rank will continue to work as described above, but at -1 of its "active duty" value.

If your term of office expires without scandal, your Rank will continue to work as described above, but at -1 of its "official capacity" value. Your Fame will become subject to the normal rules (i.e., it may decrease all the way to 0 again).

■ Getting the Job

Optional Mechanic

The GM may wish to make applicants go through a screening process when applying or bidding for a mission. If so, the DL of getting the job is equal to the number shown below. The PC may roll against this number using their *Charm*, *Rank* or *Fame* Level (their choice):

MISSION TYPE	DL TO GET JOB
Exploration	1
Emergency/Rescue	2
Sightseeing/Tourism	3
Survey/Fact-Finding	4
Acquisition/Trade	5
Politics/Diplomacy	6

■ Mission Aspects

Replaces "The Big Board" in DayTrip Generation

This approach allows players and GMs to collaborate on designing the Mission. Every Mission has three Aspects: *Node Type*, *Mission Type* and *Opposition Type*. A fully prepared Mission will have one Node Type and one Mission Type, and any number of Opposition Types. Missions may also possess any number of optional *Perks* and *Complications*. Finally, every Mission has a *Clearance Level* (CL), a rough indicator of client standards for jobs of this type.

Selecting Mission Aspects

The PCs are assumed to have cherry-picked this offer from many others, but of course low-CL offers are easier to cherry-pick than high ones. In addition, the "sweetest" missions tend to be brought to the attention of the most well-known, well-regarded and experienced characters. In general, the higher the CL, the harder it is to find an offer that perfectly matches your personal desires, and therefore the less you get to say about mission design. To determine the *Best Offer* the PCs have received lately, follow the three steps below:

Step 1. Mission Type

First the player (or players) selects a Mission Type from the list below. The type of mission the PCs have been looking for will determine the CL of the mission.

- Exploration/Unknown CL 1
- Emergency/Rescue CL 2
- Sightseeing/Tourism CL 3
- Surveying/Fact-Finding CL 4
- Acquisition/Trade CL 5
- Politics/Diplomacy CL 6

Base Pay is the CL times the number of crewmembers. This may be increased by *Perks* (see below).

Step 2. Node Type

The Node Types are shown below:

- Known Planet (Cartesian Slip)
- Unknown Planet (Cartesian Slip)
- Time Travel (Temporal Slip)
- Alternate Earth (ParaTerran Slip)
- Dream World (Subjective Slip)
- Multiversal Chao (Compound Slip)

To determine the Node Type, the player must make a **Contest Action** using *Charm*, *Brains*, *Rank* or *Fame* (their choice) against a number of dice equal to the Mission's CL, interpreting the results as shown:

ON A MISS BY MORE THAN 1, the GM adds one Opposition or Complication. Roll again for the Node Type.

ON A MISS BY 1, the GM selects the Node Type, or removes one Perk and player rolls again.

ON AN EXACT HIT, the player selects the Node Type and the GM adds one Opposition or Complication.

ON AN EXCEED BY 1, the player selects the Node Type, or takes one Perk and rolls again.

ON AN EXCEED BY MORE THAN 1, the player selects the Node Type, and may also remove one Complication or add one Perk.

Step 3. Opposition Type

A mission may include any number of Opposition Types. The Opposition Types are shown below:

- Dangerous People
- Dangerous Environment
- Dangerous Object
- Monster/Enemy
- Rival DayTrippers
- Wildlife/Animals
- Technical Challenges
- Psychological Challenges
- Flux Storms

To determine the Opposition Type, the player must make a **Contest Action** using *Charm*, *Brains*, *Rank* or *Fame* (their choice) against a number of dice equal to the Mission's CL. If an Opposition Type has already been determined by the GM, the player must still make this roll. The results of this roll are interpreted as shown:

ON A MISS BY MORE THAN 1, the GM adds one Complication. Roll again for the Opposition Type.

ON A MISS BY 1, the GM selects the Opposition Type, or removes one Perk and player rolls again.

ON AN EXACT HIT, the player selects the Opposition Type and the GM adds one Complication.

ON AN EXCEED BY 1, the player selects the Opposition Type, or takes one Perk and rolls again.

ON AN EXCEED BY MORE THAN 1, the player selects the Opposition Type, and may also remove one Complication or add one Perk.

Mission Perks

A mission may include any number of Perks. Possible Perks are shown below:

- Fortune: +1M per Crewmember *
- Fame: +1 Fame Level for one Crewmember *
- Advancement: +1 Rank for one Crewmember *
- Training: +1 Skill Level for one Crewmember
- One +1 Item per Crewmember
- Two +2 Items (ship inventory)
- One +3 Item (ship inventory)

* Upon successful return to Home-Earth

Mission Complications

A mission may include any number of Complications. Possible Complications are shown below:

- No Intel (automatic for exploration missions)
- Scant Intel
- Bad Intel
- Bad Odds
- Deadline
- Narrow Window of Opportunity
- No Rescue Available
- Must be Kept Secret
- Involves Criminal Motives
- Stealth Required
- Object of Mission will Refuse
- War Zone

***Example:** Chaz Modine has a crew of 2 and a Fame Level of 3, which he will use to determine his best mission offer. He chooses to look for Emergency/Rescue Missions (CL 2). The Base Pay will be 4M (2x2). We roll for Node Type. The GM rolls 2 dice and the best is a 6. Chaz' players rolls 3 dice and the best is a 4 (miss by 2), so the GM adds a Complication of "Scant Intel" and we must roll again for Node Type. This time the GM rolls 2 dice and the best is a 4. Chaz' player rolls 3 dice and the best is 5 (exceed by 1), so Chaz' player selects a Perk of "+1M per crewmember" (total pay is now 6M), and we roll again. This time the GM rolls 2 dice and the best is a 5. Chaz' player rolls 3 dice and the best is 6 (exceed by 1), so Chaz' player selects a Node Type of "Known Planet". Now it's time to determine the Opposition Type. The GM rolls 2 dice and the best is a 6. Chaz' players rolls 3 dice and the best is also a 6 (exact hit), so Chaz' player selects "Monster/Enemy" and the GM adds another Complication: "Involves Criminal Motives".*

RESULTING MISSION:

Mission Type: Emergency/Rescue

Node Type: Known Planet

CL: 2

Pay: 6M

Opposition: Monster/Enemy

Complications: Scant Intel + Criminal Motives

■ Opposition Levels

Optional Mechanic for use with Mission Aspects

The Opposition Level is the dice bonus that will be applied to every roll for each Opposition in the Mission. The player may decide to increase it, decrease it, or leave it alone.

For each point by which the player increases the **Opposition Level**, XP for this mission will be multiplied by 10.

For each point by which the player decreases the Opposition Level, the GM gets to choose a Mission Surprise.

Mission Surprises

A Mission Surprise is a Complication or Opposition which is not revealed to the players until it affects them. This Surprise may or may not override previous Aspects or simply add new traits to an Aspect, subject to the GM's ruling.

>>> END OF OPTIONAL SUBSYSTEMS

Conversion Tables

DayTrippers uses a descriptive scale which can be abstracted to apply to other game systems. For d6-based systems, all Stats, Skill Scores and Difficulty levels appearing in the module may be used as indicated. Conversions are shown below for other popular systems. "PbtA" = "Powered by the Apocalypse" (*Apocalypse World*, etc.)

CONVERTING STATS

The **Stat Score** is a logarithmic scale of 1 to 6. Normal unskilled people have 1 in every Stat. For NPCs, any Stats that aren't listed have a Score of 1. The Stats are:

BRAINS – knowledge & perception functions

CHARM – social & communicative functions

GRACE – agility & dexterity functions

HEALTH –biophysical & immunity functions

MIGHT – strength & force functions

PSYCHE – sanity & integrative functions

Stat Score	PbtA	d20	1-20	1-100
1	-1	10	8	40
2	+0	12	10	50
3	+1	14	12	60
4	+2	16	14	70
5	+3	18	16	80
6	+4	20	18	90

CONVERTING SKILLS

Skill Levels are rated on a scale of 1 to 6, with 6 representing the epitome of human accomplishment.

Skill Level	PbtA	d20	1-20	1-100
+1 = Trained	Use	-1	8	40
+2 = Journeyman	Stat	+0	10	50
+3 = Expert	Mod	+1	12	60
+4 = Master	For	+2	14	70
+5 = Innovator	Skill	+3	16	80
+6 = Legend	Roll	+4	18	90

CONVERTING TASKS & DIFFICULTY LEVELS

The Difficulty of a task is stated as a "DL" (Difficulty Level) on a scale of 1-10. The Difficulty Levels are:

Difficulty Level	PbtA	d20	1-20	1-100
1 = no-brainer	+3	0	2	10
2 = easy	+2	0	4	20
3 = challenging	+1	5	6	30
4 = difficult	+0	10	8	40
5 = hard	+0	15	10	50
6 = very hard	-1	20	12	60
7 = unlikely	-2	25	14	70
8 = ridiculous	-3	30	16	80
9 = absurd	-4	35	18	90
10 = insane	-5	40	20	100

If your game system uses descriptive difficulty levels (*FUDGE*, *Cypher*, etc), it's best to simply match up the *DayTrippers* DL with the analogous term from your system.

DayTrippers Derivations

DAYTRIPPERS CORE RULES

The commercial derivation of *DayTrippers* by Tod Foley, available in PDF or paperback format. Includes History & Setting Details, MegaCorporations & Companies, Sample Characters, Generic Characters, Helping Rules, Vehicular Combat Rules, Vector Slipping and sheets for PCs and Ships.

DAYTRIPPERS GAMEMASTERS GUIDE

A radically new approach to designing and running unforgettably immersive adventures in inner and outer space. A valuable design aide for any GM, whether you run a home *DayTrippers* campaign, or use it as an adventure supplement for other game systems. Includes 70 pages of random generators for everything you might imagine.

What Critics Are Saying:

"The generators were fantastic, and certainly some old-school writers could learn a thing or two from the example."

- **The RPG Pundit**, author of *Dark Albion*

"It's a game for good gamers. The rules aren't hard to figure out, and even with all the crazy stuff you can stumble across, there are plenty of generators to cover your ass..."

- **David Guyll**, author of *A Sundered World*

"So scientific and intellectually mature I'd wholeheartedly recommend it for people smarter than me..."

- **Venger Satanis**, author of *Alpha Blue*

"Though the book is written for the *DayTrippers* game, this is a book I would recommend to any GM that wants to cultivate great ideas and find useful suggestions on how to further develop their GM skills."

- **Keith Mageau**, *RollingBoxcars*

"The goal of *DayTrippers* is to produce science fiction adventures that encourage thought through the presence of surrealist ideas, objects and concepts. It achieves this through flexible mechanics that sit in the background of play, and through the wealth of supporting materials. This is a game that is unafraid of philosophy and welcomes it to the table."

- **Jaye Foster**, *6d6*

LESS LITTLE: A DAYTRIPPERS ADVENTURE

An introductory *DayTrippers* adventure with slightly adult themes and a sense of whimsy.

VIDOME 123: A DAYTRIPPERS ADVENTURE

A science fiction murder mystery on a far-flung planet.

BLACK HOLE RUN: A DAYTRIPPERS ADVENTURE

The PCs are sent to an experimental space station orbiting a black hole.

GOLDEN AGE ADVENTURES

An anthology of 16 roleplaying adventures based on "Golden Age" stories by famous science fiction writers of the 1930s-50s. Each comes with three scenarios, allowing them to be dropped in to any science fiction roleplaying campaign.