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ENTERTAINMENT

QUICKSTART RULES AND ADVENTURE

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JOHN CARTER OF MARS®

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JOHN CARTER QUICKSTART THE MOMENTUM SYSTEM



*For what, pray, is the pleasure of doing
an easy thing?*

—John Carter, *The Gods of Mars*

These quickstart rules cover the Momentum system, used in *John Carter of Mars*.

The participants in a game of *John Carter* take on two roles: **players** and a **narrator**. Each player controls a single character — making decisions for their characters, describing how they act and react in the narrator's scenes. The Narrator is responsible for setting scenes, interpreting rules, and controlling Narrator characters.

The Narrator is not an adversary to the players. Playing this game is exciting when the Narrator is an enthusiastic supporter of the player characters, seeking to make those characters' lives dramatic and exciting.



ROLLING DICE

Whenever a character's action might fail, or their failure might be exciting for the story, players roll dice to randomly determine whether they succeed. Two types of dice are used to resolve these actions:

✱ Twenty-sided Die (d20)

Used for resolving Attribute Tests. These are abbreviated throughout as d20, with a number prefix to indicate the number of d20 to roll, e.g. 2d20.

✱ Combat Die

A special six-sided die (d6) abbreviated with this symbol: . Used to score damage, and activate weapon Qualities.

In most circumstances, more than one die of any given type are rolled at once. These dice collectively are referred to as the **dice pool** (or the pool).

RE-ROLLING DICE

Some talents, abilities, and circumstance let players re-roll their dice pool. Players can always choose which dice to re-roll, and roll them again, replacing the original result entirely. The new results stand, even if they're worse than the original results. Re-rolling dice is always optional, and players can roll all, some, or none of the dice available to be re-rolled.

COMBAT DIE

If you are using a normal d6, then please consult the table below for the Combat Die result. When more than one  is rolled together the results are totaled.



1 damage



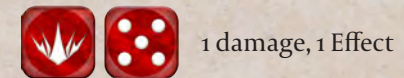
2 damage



0 damage



0 damage



1 damage, 1 Effect



1 damage, 1 Effect

Example: John Carter successfully strikes a White Ape with his sabre. The attack deals 5  damage. John Carter's player rolls five d6s and generates results of 1, 2, 4, 6, and 3. The 1 and the 2 add together for a total of 3. The 4 and 3 are ignored, and the 6 adds 1 to the total. Adding this all together, John's attack inflicts 4 damage.

ATTRIBUTES

Six attributes define each character: **Cunning**, **Daring**, **Empathy**, **Might**, **Passion** and **Reason**. These attributes indicate a character's inherent abilities and their physical and mental limitations ranging in value from 4 to 12, and two attributes are used in conjunction with each other to resolve tests.

CUNNING

Cunning is used whenever a character wants to weaken another. **Cunning** is used for all Attacks, Insults, and Thefts.

- * **Cunning** is used with **Might** to scuttle a ship or bash down a door.
- * **Cunning** is used with **Reason** to shoot a rifle.

DARING

Daring comes into play whenever a character is at risk. It covers Movement, Piloting, and Defense actions of all sorts.

- * **Daring** is used with **Cunning** to strike with a sword.
- * **Daring** is used with **Empathy** to avoid a blow.

EMPATHY

Empathy is used whenever a character seeks to understand or heal another. **Empathy** is used to heal all types of impairments and to understand what your senses might be telling you about a person.

- * **Empathy** is used with **Reason** to spot a character up to no good.

MIGHT

Might is used to apply force to the inanimate world. It is used outside of combat to lift, bend, and break items.

- * **Might** is used with **Daring** to pick up an unconscious character and carry them to safety.

PASSION

Passion governs any attempt to lead, love, or entertain. It is used whenever another character needs to be convinced to attempt an action.

- * **Passion** is used with **Empathy** to woo a lover
- * **Passion** is used with **Cunning** to seduce or insult.

REASON

Reason supports any action that applies the mind to work out a problem.

- * **Reason** is used with **Cunning** to sabotage an enemy flier.
- * **Reason** is used with **Empathy** to understand a foe's battle plans.



ATTRIBUTE TESTS

In situations where a character attempts a task and the outcome is unknown or uncertain, the character attempts an **Attribute Test**. A player combines two of their attributes to create a **Target Number**, and rolls 2d20. Each die that rolls equal to or under the Target Number (TN) scores one success, and each die that scores equal to or less than the character's **weaker** attribute scores 2 successes.

Attribute Tests are assigned a **Difficulty** rating by the Narrator, a value ranging from Simple (Difficulty 0, or D0) to Epic (D5). The **Difficulty** rating is the number of successes a player must score using their dice pool to succeed at the task. Once players have rolled their d20s, they total up the number of successes scored, and the Narrator checks whether they have reached the Difficulty rating, and achieved their goal.

Example: Zala Zors has a **Daring** of 7 and a **Might** of 4. Zala Zors is attempting to endure the dangerous heat of a forced march through the southern deserts. The Narrator calls for her player to attempt a Daunting **Daring + Might** test, with a Difficulty of 3. Zala's **Daring** is 7 and her **Might** is 4, added together to make her Target Number 11.

She rolls 2d20 which score a 5 and a 4 – both worth one success – and the 4 is under her lowest attribute (**Might**) scoring her a third success – meaning she has powered through the march, enduring the heat of the Barsoom desert, and succeeded at the task.

TEST DIFFICULTIES

NAME	SUCCESSSES	EXAMPLES
SIMPLE (D0)	0	* Opening a slightly stuck door. * Researching a widely known subject. * Hitting a stationary ranged target during rifle practice.
AVERAGE (D1)	1	* Overcoming a simple lock. * Researching a specialist subject. * Shooting an enemy at optimal range.
CHALLENGING (D2)	2	* Overcoming a complex lock. * Researching obscure information. * Shooting an enemy at optimal range in poor light.
DAUNTING (D3)	3	* Overcoming a complex lock in a hurry. * Researching basic historical information. * Shooting an enemy at Far range in poor light.
DIRE (D4)	4	* Overcoming a complex lock in a hurry, without proper tools. * Researching historical information in a deserted ruin. * Shooting an enemy at Far range, in poor light and heavy rain.
EPIC (D5)	5	* Overcoming a complex lock in a hurry, without the proper tools, and in the middle of a battle. * Researching historical information from the time of Seas. * Shooting an enemy at extreme range in poor light and heavy rain.



SETTING THE DIFFICULTY

The Narrator determines the Difficulty level of a given task. Attribute Tests in combat often have specific Difficulty ratings, but these are baseline difficulties, and the Narrator should feel free to alter those Difficulties based on the situation at hand.

The Narrator may often assume an Attribute Test starts at a Difficulty of Average (D1). This represents typical conditions for a task that isn't a guaranteed success, but is still quite straightforward to accomplish. If there are no other factors influencing this task, the Narrator should leave the task at Average (D1).

Difficulty ratings are often modified by **steps**. A test can become more challenging, increasing or decreasing in Difficulty due to the environment, situation, talents, or other modifiers. A Difficulty increased by one step, increases by 1 – e.g. an Average (D1) test increased by one step becomes a Challenging (D2) test.

COMPLICATIONS

Whenever a result of 20 is rolled on a d20 in an Attribute Test, the Narrator immediately creates an impediment or problem — called a **Complication** — for each d20 that scored a 20. The Complication is applied to the situation or the specific character that attempted the test. Complications are an inconvenient change of circumstances, like a route of escape being blocked or a loss of personal resources.

They make things more difficult, more interesting, but they do not seriously harm important characters or eliminate important opportunities. Complications are independent of success or failure, and it is entirely possible to succeed at an Attribute Test while simultaneously generating a Complication.

If the Narrator can't think of a Complication, they may add 2 Threat to the Threat pool instead.

Example: Zala Zors' companion, Haran Phel, is crossing the desert with her. Haran's player rolls the same **Daring + Might** test, gets two successes, but one of the dice results is a 20. Haran still succeeds, but the Narrator decides that Haran hurts his ankle trying to cross a dried up creek in the desert. It doesn't do any damage, but it is awkward and causes him to walk more tenderly. Any physical tests Haran attempts while suffering from the limp will increase in Difficulty by 1 step.

MOMENTUM

It is possible to score more successes during Attribute Tests than are required by the Narrator, and these successes aren't wasted. Each success scored in excess of the Difficulty generates Momentum: points that players can use to increase the degree of their accomplishment. Those points can then be used while the character resolves the current test, or saved for future tests.

Example: Volan Von is in hot pursuit of a rival spy through the dark back alleys of Zodanga who has stolen important artifacts from him. Volan's **Daring + Empathy**, gives him a TN of 10. The spy's TN is also 10. Due to the chaotic nature of the alleys and limited light, it is a Challenging (D2) chase.

Volan gets a total of four successes, but the spy is less fortunate, with only three successes. Both achieve their goal but Volan is the clear winner of the Opposed Test. After the Difficulty is met, Volan has 2 Momentum and the spy 1 Momentum from their individual tests. The spy's one Momentum is subtracted from Volan's two Momentum, yielding Volan a total of one Momentum. Volan is now free to use the remaining Momentum.



OPPOSED TESTS

When two characters are in direct opposition to one another, each character involved in the task performs an Attribute Test related to that action, called an **Opposed Test**. Each character makes the same test, with the same Difficulty, and compares their results.

- ✱ **One player succeeds:** the successful character completes their objective.
- ✱ **Both players fail:** neither character completes their task.
- ✱ **Both players succeed:** both players reach the required number of success, and compare the Momentum they've generated. The character with the higher amount of Momentum achieves their goal, but loses one Momentum for each Momentum their opponent generated. If any Momentum remains, it may be spent by the successful player. The losing player loses all the Momentum they generated during this test.

IMPROVING THE ODDS

While succeeding at most common tasks is a straightforward matter, even the most skilled character cannot succeed at the most difficult tasks without effort, opportunity, or assistance. To truly triumph, a character needs to find some other way of improving the odds.

There are a number of ways to improve the odds, such as buying more d20s to roll or spending Luck.

CREATE OPPORTUNITY

Players may spend Momentum to Create Opportunity (see p. XX), to obtain additional dice. Each point of Momentum spent adds a single bonus d20 to an Attribute Test.

LUCK

Spending a single Luck point adds one bonus d20 to an Attribute Test. However, bonus d20s bought using Luck points automatically roll a result of 1, generating 2 successes. When Luck is spent the player should place a d20 with a result of 1 displayed in front of them.

If the character scores enough successes with just d20s bought with Luck, the player may choose not to roll any other dice, and thus not risk any potential Complications. **Players can spend multiple points of Luck on a single roll, but Luck points must be spent before the rest of the dice are rolled.** Dice bought with Luck count as part of the d20 pool, so if one or more Luck points are spent, the maximum number of dice allowed in the roll is adjusted accordingly.

TEAMWORK AND ASSISTANCE

Assistance allows other characters to contribute a little of their effort and skill to a task. If the situation, time, and Narrator allow, several characters can work together as a team when attempting to perform a task. When more than one character is involved in a task, one character is designated as the leader and the other characters are designated assistants. The Narrator may decide that only a certain number of characters may assist or can apply other limitations.

Each assistant rolls one d20 using their character's own attributes to determine if any successes are scored, with additional successes from Luck or other talents applied. If the leader scores at least one success on the roll, any successes generated by the assistants are added to the leader's total. If the leader does not generate any successes, then any successes scored by the assistants are lost and the effort fails utterly due to poor leadership and coordination.

ADDING THREAT

If there is insufficient Momentum available to spend on *Create Opportunity*, then a player has the option of adding to Threat to cover the cost. The result is the same: each point of Threat the Narrator gains is a single bonus d20 to an Attribute Test. This is freely available, and can be done at any time, but comes with the price that the Narrator now has greater resources to empower Narrator characters, or otherwise complicate the characters' adventures.

In the Narrator's case, when buying bonus d20s for Narrator characters, these latter two options are identical. The Narrator spends points of Threat to add bonus dice to a Narrator Character's Attribute Test.

DICE POOL LIMITS

A single player may not buy any more than 3 more d20s for their dice pool, meaning no more than 5d20s may be rolled by a player for an Attribute Test. Players who are assisting others cannot buy additional dice and Luck points count towards the total of five dice.



MOMENTUM

MOMENTUM AND NARRATIVE

Momentum evokes the heroic, scientific romance of Barsoom and John Carter. Carter often finds that one success leads to another, allowing him to achieve incredible, sometimes next-to-impossible feats of achievement. However, Carter also finds himself trapped by circumstance, an indicator that Threat is ever-present, a force challenging him to his utmost as he strives to succeed.

GENERATING MOMENTUM

As already noted, successes scored beyond the Difficulty of an Attribute Test become Momentum. Specifically, each success scored above that minimum threshold becomes a single point of Momentum. Characters can spend Momentum to achieve greater effects, obtain useful bonuses, or make future actions easier for themselves or their teammates. Momentum is never generated with a failed test, only when there are successes in excess of those required by the Difficulty.

Example: Haran Phel is trying to scale a cliff quickly in pursuit of an assassin. The test is Challenging (D2) and Phel generates four successes with his roll, two more successes than he needed for the test. These extra successes translate into two Momentum, one for each extra success.

Upon succeeding at an Attribute Test, the player should set aside or otherwise take note of the amount of Momentum generated. Importantly, the player does not have to determine what the Momentum will be used for at this point. A player determines what Momentum is being used for only when it is spent.

Some talents, items, and circumstances grant bonus Momentum, which is added to the total Momentum generated by a successful Attribute Test. The bonus Momentum doesn't come into existence until after the test is successful.

SAVING MOMENTUM

Players have the option of saving Momentum rather than spending it on their successful test. This saved Momentum goes into a personal pool.

The maximum amount of Momentum that can be saved in this pool is equal to the character's lowest Attribute. Any points of excess Momentum are discarded, but with the Narrator's permission, players can contribute Momentum to a fellow players' pool, but the total still cannot exceed the owning character's lowest Attribute.

Saved Momentum can be spent at any time alongside Momentum generated during a subsequent test. At the end of each scene, or each full round in an Action Scene, 1 Momentum is removed from every character's pool.

COMMON USES FOR MOMENTUM

The most common uses for Momentum are listed below. However, players are also encouraged to be creative in their use of Momentum. An exceptional success should spur the player to think outside of the box in terms of how that superb performance can be reflected, in either the result of the immediate task, or in how the outcome of

that task can impact what happens next.

Some Momentum spends can be used freely as soon as they are required, rather than waiting for a successful Attribute Test. These spends are referred to as **Immediate**.

Repeatable spends can be made as often as desired, so long as the Momentum is available, and at the discretion of the Narrator.

Example: Kale Singh is scaling the side of a tower to reach a kidnapped companion. His test to climb the sheer wall generates 4 Momentum. Kale uses his Momentum to make it harder for the Okar warriors trying to climb up after him to scale the tower. However, he cannot spend this Momentum to retroactively add more dice to the test he just made, that opportunity has passed.

CREATE OBSTACLE (IMMEDIATE, REPEATABLE)

Make things more difficult for an opponent by creating problems. This increases the Difficulty of a single Attribute Test by one or more steps. Individual steps of Difficulty increase must be purchased separately: it costs two points of Momentum to increase the Difficulty of a test by one step, four points for a second step, and six points of Momentum for the third step. No individual test can have its Difficulty increased by more than three steps in this way. The increase lasts only for a single test, regardless of whether the test was passed or failed. The decision to increase a test's Difficulty *must* be made before any dice are rolled on that test.

OBTAIN INFORMATION (REPEATABLE)

Momentum allows a character to learn more about a situation. Each point of Momentum spent can be used to ask the Narrator a single question about the current situation, item, object, structure, creature, or character present in (or relevant to) the scene at hand. The Narrator must answer this question truthfully, but the Narrator does not have to give complete information and it must be the kind of information that a character might uncover while performing their Attribute test.

THREAT

USING THREAT

Threat can be used by the Narrator in exactly the same way as Momentum. When a Narrator character wants to improve their odds, they spend Threat instead. If any Talents call for Momentum to be spent, the Narrator spends Threat instead.

Example: Jack wants to give his main antagonist, a villainous jeddak, a boost to an attack. He spends 2 Threat to give the villain a bonus of 2d20 on their next attack, rolling a total of 4d20 for this test, as the evil jeddak takes aim at one of the player characters and presses the trigger of his pistol...

THE THREAT POOL

All Threat comes from the Threat Pool and all Narrator characters draw from Threat instead of a personal Momentum pool. Threat is also spent to win ties. Normally a player character wins ties in a contest but a Narrator may spend 1 Threat to have a Narrator character win instead. Advice on how to spend Threat can be found within the adventure.

GENERATING THREAT

The Narrator begins each session with Threat equal to the total number of Luck points (see Luck on p. 8) of all the player characters.

The Narrator generates Threat through player Momentum spends that add to Threat instead, and adding to the Threat pool instead of creating a Complication for a character.

- ✦ Whenever a player pays for a Momentum spend using Threat, the Narrator adds that number of points of Threat to their pool.
- ✦ If a 20 is rolled on a d20, it creates a Complication. If the Narrator would rather add 2 Threat to their pool, instead of creating a Complication for a character, they may do so.
- ✦ If a Narrator character rolls a 20 on a die, they may spend 2 Threat to avoid the Complication.



LUCK

Player characters have access to a special type of resource called Luck points. These points reflect the fact that the game's heroes have ambition and determination above and beyond most people — such individuals shape their own Luck by will alone.

Luck points can be used to pull off exciting stunts, provide an edge during dramatic situations.

Each player character begins each session with Luck points equal to their weakest Attribute and cannot have more Luck than this at any time. Any excess points must be immediately spent, or they are lost.

LUCK SPENDS

- ✱ **Add a Bonus d20 to an Attribute Test:** A player can add a bonus d20 to any Attribute test for one Luck point. The extra die is assumed to have already rolled a result of 1, and automatically generates successes as if it were rolled as part of the Attribute test. Dice purchased this way still count towards the normal limit of three bonus d20s. If the use of Luck generates enough successes to pass an Attribute test, the player may choose not to roll any other dice, avoiding the possibility of Complications.

- ✱ **Perform an Additional Conflict Action:** During combat, a player character can usually only perform one Conflict Action on his turn. By spending a Luck point, the player character can perform a second Conflict Action, with no penalty. The player character may only gain one extra Conflict Action in total.
- ✱ **Second Wind:** A player character can catch their breath and restore one Stress pool to full by spending a Luck point.
- ✱ **Overcome a Weakness:** A player character may spend a Luck point to ignore the effects of, but not heal, all Afflictions for a single Conflict Action.
- ✱ **Influence the Story:** A player may spend a Luck point to introduce a fact or add a detail to the current scene. Such story declarations can have both narrative and mechanical effects. Story declarations should be plausible, and the Narrator has the final say over whether a suggested fact or detail is valid. The Narrator may also declare that particularly large or significant declarations may cost more than one point of Luck.

Players are also encouraged to come up with new ways Luck can be used in a campaign.

REGAINING & AWARDED LUCK POINTS

The Narrator awards Luck points to players for particularly noteworthy actions — perhaps one player came up with the perfect plan to thwart the enemy, made a bold sacrifice for the benefit of the group, gave a memorable in-character speech, or perhaps uttered a funny quip that diffused the tension and made everyone at the table laugh.

Other times, the Narrator may choose to award Luck points to all the players based on their progress in a campaign, or during the transition between key scenes. Luck points make excellent rewards when characters reach a certain narrative milestone, defeat an important villain, solve a mystery, or survive a tense encounter. They can also be spent immediately, and thus provide instant gratification.

For this adventure characters shouldn't regain any Luck points but should any of the players perform extraordinarily well Luck points can be awarded as the Narrator sees fit.





QUICKSTART ACTION SCENES



In chaos of armed combats and violent encounters it is vitally important to clearly understand what is happening, to whom, where, and in what order. These encounters are called **Action Scenes**.

TURN SEQUENCE

In an Action Scene, time is structured into **rounds** and **turns**. Every round, each character present in the scene takes one turn. Once all characters have taken a turn, the round ends, and a new one begins.

Rounds have no specific duration. In a furious clash between small groups of warriors, a round may represent seconds while a battle between ships may track several minutes of time between rounds.

In a character's turn **a character can perform each of the following**:

MOVEMENT ACTION

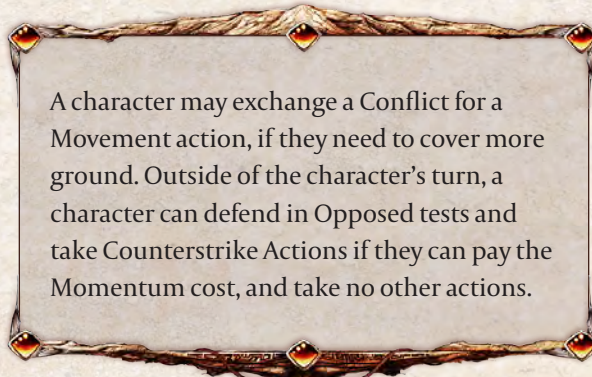
A character can move to any point within Away range as a Movement Action. A player can take one Movement Action per turn, before Momentum spends. Movement Actions do not require Attribute Tests unless there is a Danger.

CONFLICT ACTIONS

Conflict Actions are the focus of Action Scenes and take up most of a character's attention and effort. Most Conflict Actions require an Attribute Test. A character can perform one Conflict Action per turn, but there are a few ways a character can perform an additional Conflict Action. However, a character cannot take more than two Conflict Actions a round.

The following list describes the various ways characters can gain an extra Conflict Action per turn.

- ✱ **Luck Points.** A player may spend a Luck point to allow the character to perform an additional Conflict Action.
- ✱ **Swift Action Momentum Spend.** By spending 2 points of Momentum from a prior Attribute Test (even one from a Reaction), the character immediately gains an additional Conflict Action. The Difficulty of any test associated with that extra Conflict Action increases by one step.



A character may exchange a Conflict for a Movement action, if they need to cover more ground. Outside of the character's turn, a character can defend in Opposed tests and take Counterstrike Actions if they can pay the Momentum cost, and take no other actions.

SPOKEN ACTIONS

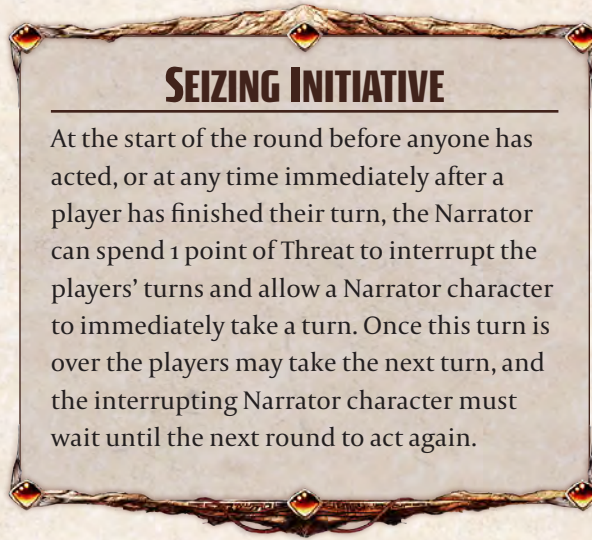
In a character's turn, they can say a short comment to one character or a single sentence to multiple characters. The Narrator has full discretion as to when a Spoken Action overreaches its bounds at which point it becomes a Conflict Action even if no test is needed. It's a Spoken Action that allows a character to make a memorable quip as they kick an opponent. A character may make any number of Spoken Actions, at the discretion of the Narrator.

TURN ORDER

Normally, a player character acts first each round. This character begins the turn and must resolve all the actions they wish to take before another character can act. Play then passes to a new player character, who performs all their actions for the turn. Once all the player characters have taken their turns, all the Narrator characters take their turns.

After all player characters and Narrator characters have taken their actions in a round, that round is over. One point of Momentum is removed from the combined Momentum pool (if any) and a new round begins.

Players choose who goes first among them and then the active player chooses who goes next. If the scene continues after this turn, the player who went last has the option of going first next round.



SEIZING INITIATIVE

At the start of the round before anyone has acted, or at any time immediately after a player has finished their turn, the Narrator can spend 1 point of Threat to interrupt the players' turns and allow a Narrator character to immediately take a turn. Once this turn is over the players may take the next turn, and the interrupting Narrator character must wait until the next round to act again.

MOVEMENT, RANGE, AND ZONES

In battle, knowing where everyone is can be of vital importance and determining both absolute position (where you are on the battlefield) and relative position (how far you are from a given friend or foe) is important. Rather than track everything in precise distances, however, ranges are measured in four categories and one state:

- * The state of **Immediate** is when an object or character is within arm's length of the acting character. Immediate isn't a specific range, but rather is something that the player can declare when the character is moving, so when a character moves **Near** to an enemy or object, the player may declare that the character is moving into Immediate contact. Moving out of Immediate range of an enemy may be risky, as it can leave a character open to attack.
- * **Near**: Not immediately next to but close enough to reach a target easily. Characters can shoot at, speak with, and generally interact with anyone **Near**. Some creatures are big and fast enough to be able to treat Near as Immedi-

ate for making melee attacks. Characters who are not being hindered, blocked, or obstructed can move into **Immediate** range to attack a target in melee while they are already Near.

- * **Away**: Places a target apart from others. This includes both long distance and closer places that can only be reached by dramatic actions such as leaping and climbing. Thus, the other side of a small valley might be **Away**, but so would a high cliff or a nearby airship with fifty feet of Martian sky between it and a character.
- * **Far**: Reachable only by the most long-distance attacks or methods of interaction. Most firearms have a range of **Far**, and this generally covers the furthest a character can see.
- * **Too Far**: Targets that are **Too Far** may be able to be seen or otherwise perceived, but they are beyond the ability to interact with physically and communication requires special technology.

DISTANCE AND COMMUNICATION

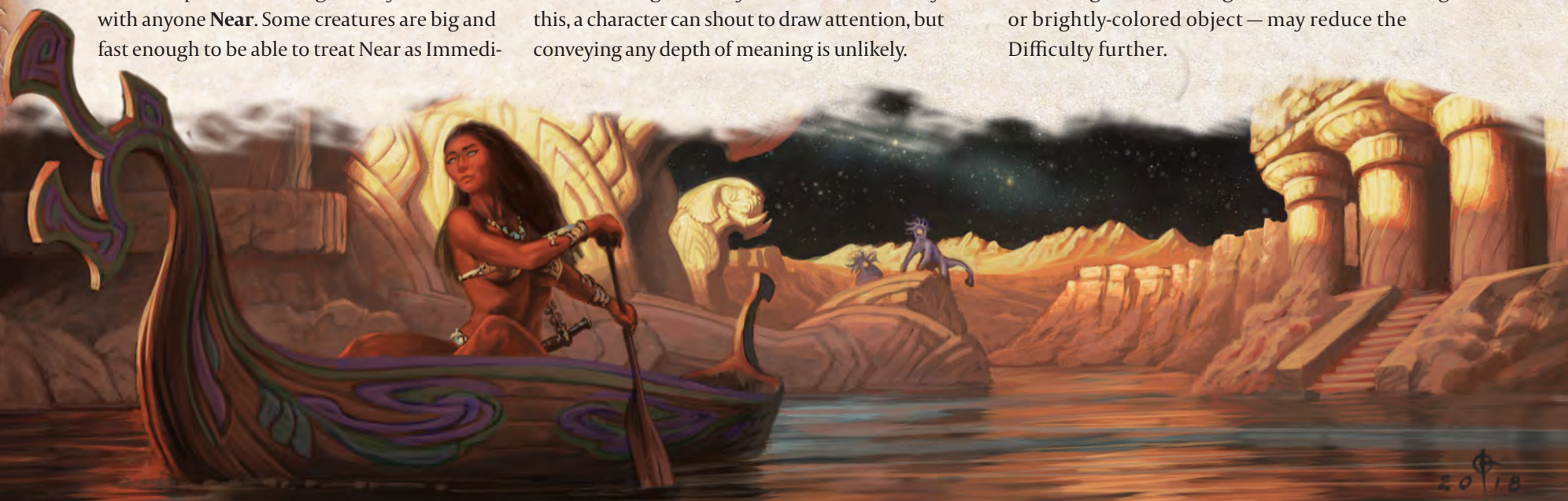
Characters can converse normally with anyone **Near** to them. A character can communicate with someone at **Far** range but only at a raised volume, beyond this, a character can shout to draw attention, but conveying any depth of meaning is unlikely.

CHARACTERS AND ZONES

To help players visualize their characters' places in an encounter, the Narrator may wish to use something extra to help remind everyone of which character is where like using a sketched map, tokens or miniatures, and moving them around as required.

DISTANCE AND PERCEPTION

The further away something is, the harder it is to notice. In game terms, this means that characters and objects in distant zones are harder to observe or identify than those nearby. When trying to notice creatures and objects a character increases the Difficulty of tests by at least one step for every increment beyond **Near**. A creature attempting to hide makes the test more challenging by making the test an Opposed test. Creatures or objects that are particularly noticeable — Piloting a flier, roaring beasts, or a fast-moving or brightly-colored object — may reduce the Difficulty further.



MOVEMENT AND TERRAIN

Under normal circumstances, moving does not require an Attribute Test. Moving to anywhere within Near range takes only a Free Action. Moving to anywhere within Away range takes a Movement Action. Moving to anywhere within Far range takes a Conflict Action.

Moving through **Dangers** may require an Attribute Test. This is an Attribute Test, typically using **Daring**. If movement requires an Attribute Test with a Difficulty of Average (D1) or higher, then it takes a Movement Action, regardless of the distance moved.

EXAMPLE DIFFICULTY INCREASES

TERRAIN	INCREASE
City street or Martian Sands	0 steps
The rocky wastes	1 step
Spires and Mountainside	2 steps
Sandstorm	3 steps

DANGERS

Unless Dangers are avoided with a suitable Attribute test, they cause damage. Each Danger has a rating which is equal to the number of damage dice it inflicts should a character fail to cross it safely.

***Example:** Jack has created a Danger for an adventure – an area of sand where vibrations set off explosive gas pockets hidden underground. He decides that walking carefully (or running to outrace the explosions) is a Challenging (D2) test with a Danger rating of 3. If a character fails to overcome the Danger, they will take 3 dice of damage – equal to the rating of the Danger.*

FALLING

The distance a character falls determines falling damage and a falling character may suffer additional damage should they fall on a Danger. Consult the table below for how many to roll.

DANGER	RATING
Near fall	1
Away fall	2
Far fall	4
Too Far fall	8
Needle like spines	+1
Cooling lava	+2
Next to bubbling lava	+4
Into an active volcano's caldera	+10

Characters who reasonably have some way to lessen their fall can attempt an Average (D1) **Might + Daring** test (plus 1 step for every category of range beyond Near). Success avoids 1 of damage. Additional Momentum can be spent to reduce the damage further at the cost of 2 Momentum per avoided.

MAKING AN ATTACK

There are multiple ways a character can attack a target. Blades and bullets merely scratch the surface of the variety of ways a creative character can harm another. A character might engage in ferocious arguing, make barbed jests at a character's expense, or wield weapons of extravagant super science. Regardless of the method used, the process for attacking remains the same.

- * The attacker picks a single target within range.
- * The attacker attempts an Average (D1)

Opposed Test determined by the type of attack:

- * Melee attack (Immediate range):

Cunning + Daring

- * Pistol attack (Near range):

Cunning + Reason

- * Rifle attack (Away range):

Cunning + Reason

- * Social attack (Near range):

Cunning + Passion

- * If the attack is made outside of its range, then increase the Difficulty of the attack by 1 step for every range outside the weapons normal use.
- * The defender resists with **Daring** and another Attribute appropriate to the defensive action.
- * If the attack hits, then the attacker rolls 2 and inflicts damage as described in Damage and Recovery. If the attack misses, then no damage is applied.

Remember to treat each attack and defend test as separate before successes are compared. This is because, in many cases, the attacker and defender may not have the same Difficulty for their tests.

Example: Jane Porter is shooting with a rifle at a Warhoon raider who is charging her companions with weapons drawn. The Narrator informs Jane's player she will need to use Reason and Cunning for this attack. The target is at Away range, so there's no increased Difficulty for distance, however there is a large amount of smoke and dust in the air from a recent airship crash. The Narrator rules this increases the Difficulty of Jane's attack by 1. The Warhoon is defending with Daring and Reason as it attempts to see the path of Jane's shot, but has nothing to increase the Difficulty of his action. Jane generates 4 successes on her D2 test while the Warhoon generates only 2 on his D1 test. Despite the tough shot, Jane hits the Warhoon, and generates 1 Momentum!

COUNTERSTRIKE

Outside of their turn, the character can attempt Counterstrikes as a part of an Opposed test.

A character can spend 3 Momentum once they have successfully defended against an attack. This grants the character an immediate Conflict Action. The character can perform any Conflict Action as if it were their turn but cannot save or donate any momentum gained during this test. The character taking the Counterstrike can only take Conflict Actions against their attacker, but can use the

Counterstrike to move, speak, or make regular Attribute Tests that are not Opposed. Characters defend against a Counterstrike as normal but cannot spend Momentum to make their own Counterstrike. Once the Counterstrike has been defended against, Initiative passes to the next character.

SELECTING ATTRIBUTES

The rules often suggest particular default Attributes for tests, however, they are not set in stone. Narrators should be open to interesting combinations of Attributes for various actions and players should feel free to suggest them. A character who wishes to "take it on the chin" might even defend against an attack with Might, describing it as striking him but with no effect. Or a brilliant character might be able to use Reason to strike an opponent they have been watching closely for weaknesses. Narrators are encouraged to allow such variations if they don't slow down play or result in characters only using the same one or two Attributes for every test.

ACTION SCENE MOMENTUM SPENDS

The following list provides several additional options available to a character generating Momentum in Action Scenes. These are in addition to the normal uses of Momentum and any others that players or Narrator create themselves. Momentum lists are never exclusive and both Players and Narrators should be creative in making new spends as needed.

MOVE FURTHER: Cost 1 (Immediate)

Move an additional range band.

IGNORE OBSTACLES: Cost 3 (Immediate)

Move an additional range band, ignoring Obstacles

EXTRA DAMAGE DICE: Cost 1 (Repeatable)

Each point of Momentum allows a character to roll an extra damage dice.

DISARM: Cost 1 or 2

Knock an enemy's weapon to their feet, or for 2 Momentum, send an enemy's weapon flying to where an ally might get it.

KILL MINION: Cost 1 (Repeatable)

Each point of Momentum spent when attacking minions will dispatch an additional minion.

RECOVER STRESS:

Cost 1 (Immediate, Repeatable)

For each point of Momentum spent, recover 1 point of Stress of any one damage type.

WHAT ABOUT COVER?

John Carter of Mars specifically avoids the idea of cover as seen in other popular roleplaying games. Cover is factored into the momentum driven damage system (see p. 13). While characters are expected to take cover when they come under attack, there is no special benefit that this universal activity grants, nor is there any penalty to be gained.

DAMAGE AND RECOVERY

When a character is successfully hit by an attack during combat, the attack inflicts a certain amount of damage. Some environmental effects can also inflict damage, such as falling from a great height, being set on fire, or encountering something terrifying.

- ✱ **Basic Damage:** Each source of damage inflicts a minimum of 2  of damage.
- ✱ **Momentum:** A player can spend Momentum when making an attack to add more  to that attack. Each Momentum spent adds 1  to the damage (Repeatable). In addition to this, Creatures with the Minion rule can be dispatched entirely for 1 momentum (Repeatable).

Once any damage dice have been bought, the player making the attack rolls all the . This is called the **damage roll**, and the final score is the amount of damage inflicted.

D6	DAMAGE
1	1 damage
2	2 damage
3	0 damage
4	0 damage
5	1 damage, 1 Effect
6	1 damage, 1 Effect

DAMAGE TYPES AND STRESS

There are three types of damage: **Confusion**, **Fear**, and **Injury** described on the table below. Stress indicates which two Attributes determine the total Stress of that Damage type, and determines the two Attributes which are penalized when a character takes an **Affliction**.

CONFUSION

Damage inflicted upon the mind is **Confusion**. Confusion represents a character's determination, and their ability to handle stress, control emotions, and resist the stresses of life. Characters whose current Confusion is low are weary, less certain, and less able to cope with challenging situations. A character's Confusion Stress is equal to the highest attribute between **Empathy** and **Reason**.

FEAR

Damage inflicted upon the will is Fear. It might be caused by panic, despair, and sudden shocks, such as a near miss with a blade. Fear represents a character's bravery and willingness to take risks. Characters whose current Fear is low are weary, less certain, and less able to cope with challenging situations. A character's Fear Stress is equal to the highest attribute between **Daring** and **Passion**.

INJURY

Damage inflicted upon the body is Injury. Blades, radium bullets, or exposure to dangerous substances cause Injury damage. Injury represents a character's endurance, stamina, and ability to ignore minor injuries such as cuts, scratches, bruises, and abrasions. A character with low Injury is tired and unable to avoid serious harm. A character's Injury Stress is equal to the highest attribute between **Cunning** and **Might**.

DAMAGE	STRESS	AFFLICTION
Confusion	Empathy or Reason	Madness
Fear	Daring or Passion	Trauma
Injury	Cunning or Might	Wounds

A character can only withstand so much damage of any one type before being unable to fight further. Each damage type has a **Stress** value, as above, which is the total amount of Stress a character can receive, of one type, before suffering an Affliction.

- ✱ A character can suffer **three Afflictions**, with each instance imposing a cumulative 1 step Difficulty increase to related Attribute Tests.
- ✱ A character suffering **four Afflictions** of the same type is incapacitated, unable to take any Actions or Reactions without first spending a point of Luck.
- ✱ A character suffering **five or more Afflictions** of the same type is blacked out, unable to take any more actions.

INFLECTING DAMAGE

When a defender makes their Attribute test, the two Attributes determine where most of the Damage will fall. The defender consults the Damage Types table, above, and finds the possible Damage types from the Attributes they have used and chooses any one of these Damage Types to take damage and reduces the relevant Stress from their Confusion, Fear, or Injury.

If 5 or more damage is inflicted or the target's Stress is reduced to 0 by the attack, then a single Affliction is inflicted on the target. If the target applies damage to a Damage type that has 0 Stress before the damage roll was made, then the target suffers a single Affliction.

If multiple of these conditions apply — such as a character suffers 5 or more damage and is reduced to 0 Stress — then each condition inflicts a single Affliction. At the Narrator's discretion, damage in multiples of 5 can also cause additional Afflictions with 10 damage causing 2 Afflictions and 15 damage causing 3 afflictions etc.

MADNESS

Confusion the Afflictions are called **Madness**. Madness increases the Difficulty of Attribute Tests using **Empathy** or **Reason**. A character suffering 4 Madness is barely coherent, overwhelmed by fears and doubts. A character suffering 5 Madness counts as Blacked out and is either catatonic or fleeing as best they can.

TRAUMA

Fear Afflictions are called **Trauma**. Traumas increase the Difficulty of Attribute Tests using **Daring** or **Passion**. A character suffering 4 Traumas is barely coherent, overwhelmed by fears and doubts. A character suffering 5 Traumas counts as Blacked out and is either catatonic or fleeing as best they can.

WOUNDS

Injury Afflictions are called **Wounds**. Wounds increase the Difficulty of Attribute Tests using **Cunning** or **Might**. Characters suffering 4 Wounds are so badly injured that they are barely capable of moving. A character that has taken 5 Wounds counts as Blacked out and is unconscious or writhing in agony.

***Example:** Kale Singh is struck by a mighty Thark's sword blow. He defended against the blow with his **Cunning** and **Might**. As both **Cunning** and **Might** are linked to Injury Stress he must take Injury Stress from this attack. His attacker rolls 2 and scores two 1s. This scores 2 damage, so Kale's Injury Stress is reduced by 2 points, but he hasn't suffered an Affliction and can now take his turn.*

RECOVERING FROM DAMAGE

A character recovers all lost Stress — Confusion, Fear, or Injury — at the end of an Action Scene. This is automatic, requiring only a brief rest. The only time this should not happen is if the next scene is set immediately after the prior, with the characters having no time to recuperate. During Action Scenes, characters can spend actions to try to recover their own or an ally's Stress during an Action Scene. These treatment actions are described in the damage Type (see p. 13).

- * Recovering Stress from Confusion requires an Average (D1) **Empathy + Reason** Attribute test.
- * Recovering Stress from Fear requires an Average (D1) **Daring + Reason** Attribute test.
- * Recovering Stress from Injury requires an Average (D1) **Might + Reason** Attribute test.
- * Treating another character, by default, uses **Empathy + Reason** unless you have a Talent which says otherwise.
- * Healing an Affliction is a Challenging (D2) test.

BLACKING OUT

If a character suffers 5 Afflictions of the same type, they black out for the rest of the scene. When they return to consciousness all Momentum is gone, and one Affliction of each type is removed. This is a simplification of the rules found in the Corebook.

NPCs AND DAMAGE

NPCs are split into three categories. Villains, Monsters, and Minions. Villains are full characters just like a PC. They have all the stress trackers that a PC has and work in the same fashion. Villains include any important lieutenants who might recur throughout a campaign as well as particularly powerful beasts and any overarching nemesis characters that might be defeated at the end of a campaign.

Monsters are somewhat weaker than Villains but represent greater adversaries than standard minions. Monsters have only a single Stress tracker which consists of the sum of their lowest and highest Attributes. They also have a **Menace rating** that reflects how many Afflictions they can tolerate. A Monster whose Stress is reduced to 0, or suffers more Afflictions than their Menace, is dispatched but not necessarily dead. Usually the character taking out the monster picks what happens to them although some NPCs may have a talent that dictates their final moments.

Minions are weaker again and usually only show up in packs. Minion packs vary in size from two to five and any attack that deals damage will dispatch a minion while extra Momentum can be used to dispatch additional minions with a single attack.



QUICKSTART QUICKSTART ADVENTURE



This short adventure is designed to allow players to take the role of various heroes from the John Carter of Mars stories as they encounter situations on Barsoom common to the writing of Edgar Rice Burroughs, as a way to try out the rules in this quickstart.

WHAT YOU WILL NEED

To run this adventure, you will need, at least:

- * 5d20 dice
- * 5 six-sided dice (or Modiphius custom d6 from *Conan: Adventures in an Age Undreamed Of* or *Star Trek Adventures*)
- * The pre-generated characters at the back of this quickstart, printed off, one for each player
- * 5 tokens per player for Momentum
- * 5 tokens per player for Luck
- * 30 tokens for Threat

PRELUDE

The Narrator should allow the players to converse, roleplay, and get used to their characters and the game for a short time before the action starts. Maybe two characters will have a friendly duel or play a game of jetan, a Martian game much like Earth chess. These activities can be either described by the players or resolved using Attribute tests and challenges.

While the GM can call for any combination of attributes the following are fairly common examples. Just remember that Talents can sometimes overrule the GM's selection of attributes.

EXAMPLE ATTRIBUTE TESTS

COMBAT

- * Ride a steed through an enemy line or Attack with a sabre (**Cunning + Daring**)
- * Shoot a pistol (**Cunning + Reason**)
- * Parry a sabre (**Daring + Empathy**)
- * Duck for cover (**Empathy + Reason**)
- * Leap from one airship to another (**Daring + Might**)
- * Scare opponents with a display of physical power (**Passion + Might**)
- * Scare opponents with a display of sharp-shooting (**Passion + Reason**)
- * Open a barred or blocked doorway (**Might + Reason**)

NON COMBAT

- * Play a game of Jetan (**Cunning + Reason**)
- * Work out how a strange machine is activated or Heal an Injury (**Empathy + Reason**)
- * Calm a savage beast (**Empathy + Passion**)
- * Seduce a person for wealth (**Cunning + Passion**)
- * Spot a hidden door or hide yourself from a foe (**Empathy + Reason**)
- * Fly an Airship or slowly ascend a mountainside (**Daring + Reason**)
- * Run a race (**Daring + Might**)



The default time period for this adventure is shortly after the bulk of the events of *A Princess of Mars* and the decline of Helium's long time rival, Zodanga. During this period, Carter stays for years in Helium with his beloved Dejah Thoris, but few of his adventures during this time are described in Burrough's work.

As the adventure starts, Carter is traveling with Dejah and several friends and allies by flier to meet with a delegation from a minor Red Martian kingdom, Voninka, that is seeking alliance with Helium. Voninka was a small satellite nation of Zodanga until the nation's recent defeat at the hands of Helium and John Carter. It now seeks new allies among Helium and its jeddak, a young but respected leader known as Corlan Nim, has requested a diplomatic meeting with representatives of Helium—the player heroes and their crew.

Unbeknownst to our heroes, the Jeddak of Voninka's brother, Kama Nim, seeks to ambush Carter and his allies, capturing them as part of a plot to incite war with Helium and replace his brother on his kingdom's throne. He believes if he can capture the heroes, especially Dejah Thoris and the famed Carter, he can draw support to him.



SCENE ONE: FLAGS OVER MARS

Read the following aloud:

You are enjoying each other's company and relaxing on an flier frigate flying under Helium's colors. The flier is outfitted more for exploration and diplomacy than conflict, though it sports some deck guns and a compliment of troops. How are you passing the time...?

Allow the players to converse, roleplay, and get used to their characters and the game for a short time before the action starts. Maybe two characters will have a friendly duel or play a game of jetan, a Martian game much like Earth chess. Try resolving these actions using some Attribute tests, with a Difficulty of 1, to get a feel for how the basic rules work. There are sample attribute tests to give you ideas on the previous page.

- * Pick an Attribute combination that best fits the action that player is attempting
- * Ask them to roll 2d20 and compare the results to the two Attributes added together (this is their Target Number.)
- * If they score 1 success, they have succeeded at the test.
- * If they score any Momentum, allow them to bank it.



If the players are on deck, ask for an Average (D1) **Reason + Cunning** test to see the shadow of an unknown flier descending on them from out of the sun. If they succeed, they may raise the alarm, allowing them to go first in the coming conflict. Any Momentum generated by this roll will be useful in the coming conflict as well. Unfortunately, there is no time to move the flier out of the way before their ambushers open fire.

If they fail to notice the attack before it starts, the heroes will certainly notice it once it begins. Read the following aloud:

The enemy flier's deck guns shake the flier with fire, damaging it and killing several crew members. If the heroes raised the alarm, the damage and loss of life is noticeably lessened, though the ship and crew are still in peril.

The enemy flier is smaller than yours, but it possesses a reinforced prow for ramming and several grapples for boarding. The raiders fire on you as they rush to close with your flier and then board it quickly... As the ships collide, the prow of the attacking flier rams into the heroes' flier, smashing the upper decks before pulling up and allowing a boarding party to rappel down on ropes to the damaged deck as it passes. Their ploy would likely succeed if it weren't for the presence of the heroes.

If the heroes raised the alarm, the damage and loss of life is noticeably lessened, though the flier and crew are still in peril.

RAMMING SPEED!

As the ships collide, the prow of the attacking ship rams into the heroes' ship, smashing the upper decks before pulling up and allowing a boarding party to rappel down on ropes to the damaged deck as it passes.

Ask each player to make a Challenging (D2) **Cunning + Might** test to react in time and hurl themselves to safety as the airships collide. Failure means they are caught in the great impact as the ships collide and take 2  damage to either Fear (**Cunning**) or Injury (**Might**). After this test is resolved, combat will begin as a mob of screaming raiders will land on the decks, ready for a fight.

Read aloud:

The deck is overrun with raiders. These are all red Martians, but without any identifying items or clothing that suggests what kingdom they hail from. Your flier's crew is scattered from the impact, many of them are injured or dead. It is up to you to deal with this first wave of attackers so the remaining soldiers can rally and help drive them off. There is also a companion flier to the crashed raider vessel, and it can be seen maneuvering to fire upon your now-heavily damaged Helium flier.

If the PCs fall to the initial onslaught, they will be taken prisoner and the rest of the crew will be killed or left to go down with the airship.

There are six raiders and a more skilled raider lieutenant attacking in this scene. If there are

SKY RAIDER LIEUTENANT

CUNNING:	5	MIGHT:	5
DARING:	8	PASSION:	5
EMPATHY:	4	REASON:	4

TALENTS

EVASIVE: Sky Pirates gain +1 Momentum to avoid attacks with ranged weapons.

MENACE OF THE SKIES: Roll 1 extra dice and substitute Daring for any other attribute when piloting. This will usually make tests a **Cunning + Daring** test.

EQUIPMENT

Harness and cape, Sabre (Sharp, Effects cause 1 Injury in addition to normal damage), Pistol

SKY RAIDER

CUNNING:	4	MIGHT:	5
DARING:	7	PASSION:	4
EMPATHY:	4	REASON:	4

TALENTS

EVASIVE: Sky Pirates gain +1 Momentum to avoid attacks with ranged weapons.

EQUIPMENT

Harness and cape, Sabre (Sharp, Effects cause 1 Injury in addition to normal damage), Pistol

fewer than three player characters in this scenario, reduce the number of raiders by two. If there are more than four player characters in this scenario, increase the number of raiders by two. With the scene set, the battle begins!

If the player characters raised the alarm, they take their turns first. If they did not raise the alarm, resolve all of your Narrator characters' turns first. Remember that characters can *Seize the Initiative* by spending Momentum, to take a turn out of order.

The raiders and their lieutenant will need to be defeated by the player characters before they overrun the deck, murdering the scattered crew, and taking over the flier. If the PCs' player characters fall to the initial onslaught, they will be taken prisoner and the rest of the crew will be killed or left to go down with the flier.

Given the confines of the flier's deck, everything on the deck is either Immediate or Near ranges.

All raiders are armed with swords and pistols. The raiders are trying to defeat the heroes and kidnap them. They are particularly interested in kidnapping Dejah Thoris if she is present. This suggests this raid is politically motivated given

Dejah's status as the Princess of Helium. If the player heroes try to determine if one of them is a target or actively notice during the scene the raider's focus, have them make a Challenging (D2) **Cunning + Reason** test. Success means they discern the goals of these raiders are more than mere piracy and they clearly intend to kidnap any important characters they can for use in some sort of larger scheme.

You should run this fight for two turns before moving on to the next part of the Action Scene using the rules provided earlier in this document. During this time the player characters stand alone, unable to rally the wounded and scattered soldiers on their flier to drive off the invaders.

THE SECOND FLIER

During the fight on turn two, a second raider flier appears, moving into attack range. The flier will fire on the player characters' flier, striking the deck and killing many soldiers of Helium and making it impossible to rally. This also turns the deck into a Difficulty 1 and Danger 1 Terrain (see

the Quickstart rules) for the purposes of moving across it as fires and wreckage make the flier now a dangerous place to move and fight. Furthermore, the flier will be too damaged to move further after this fight is over and will begin to fall from sky as its engines are first damaged and then ultimately fail.

This also turns the deck into a Difficulty 1 and Danger 1 Terrain (see the Quickstart rules) for the purposes of moving across it as fires and wreckage make the ship a dangerous place to move and fight.

The enemy flier is currently too distant for even Carter to leap onto, and handheld weapons won't do much to it, at least in the timeframe provided.

You should also use Threat to make the fight tough and remind the players they can add Threat and use Momentum to augment their own rolls as well. To bring on any reinforcements, spend 1 Threat per minion, and 2 Threat for any more lieutenants.

One of the deck guns on the heroes' flier can be brought to bear and fired at the enemy flier. However, it is damaged. It can be repaired with a Dire (D4) **Reason + Daring** test. Only one character can work on the gun at a time, but one other charac-



ter can assist. Any raiders still alive are going to attempt to stop them and unless at least 1 player character is actively fighting the raiders, they will gain an additional bonus die to roll against any player characters they attack who are performing the maintenance on the deck gun.

If the player characters fail or don't bother to fix the gun, then the flier is hit by a direct hit from the raider vessel in the fourth round, causing it to begin to sink quickly to the ground as its engines are heavily damaged. At this time spend Threat for the other raider vessel to come around and land more raiders, who offer the player heroes a chance to surrender. If they refuse, the raiders attack and try to take them out.

DECK CANNONS FIRE!

Once the deck gun is fixed, it can be fired by taking a Movement Action to load and aim, and a Conflict Action to fire. This is a Challenging (D2) **Daring + Reason**. Success strikes the flier, causing it to veer off and retreat. Momentum generated on this test can be used to further damage the flier if desired (1 to seriously damage it, 2 to cause it enough damage for it to retreat, 3 to damage it badly enough to cause it to sink and crash). If the gun misses, it can be fired up to three times before the makeshift repairs cause it to malfunction again, this time without the ability to repair it.

INTERROGATION

If the raiders are defeated, the player heroes will hear sounds of their crew rallying and beginning to drive the raiders off other parts of the flier. The raiders are run through, shot, or pushed over the railings as the heroes and their followers turn the tide and finally take prisoners.

Interrogating a prisoner is an Average (D1) Opposed test with the player hero's **Might + Passion** against their targets **Empathy + Daring**. Success reveals that the raiders work for Hama Nim, the brother of the jeddak they travel to meet. The Obtain Information Momentum could reveal the following pieces of information:

- * *Kama Nim seeks to violently overthrow his brother.*
- * *He also seeks a war with Helium, hoping various Zodangan satellites will rally to his cause.*
- * *Kama Nim has a small army of panthans (mercenaries) and loyalists ready to die for his cause. Many are former soldiers of Zodanga.*

Information should be provide based on what questions the heroes ask during an interrogation. If they are interrogating a captured lieutenant (raising the Difficulty of their test by 1 step), they may also learn the following:

- * *To serve his ends Kama Nim wants the heroes as hostages and plans to frame his brother for the act, prompting a brutal conflict he can exploit.*

If the heroes are defeated they be knocked unconscious (if they aren't already) and will wake up in the hold of the enemy's flier in time for the next scene.

SCENE 2: OUT OF THE FLYING SHIP...

Regardless of the outcome of the battle, both the heroes' and enemies' ships are damaged and need repairs before it can continue, so the flier must land.

Below the battle is a suitable landing spot near the ruins of some small ancient outpost. This is the best place to land to affect repairs, and the heroes can attempt to land the damaged craft by making a Challenging (D2) **Daring + Reason** test. Let the players Succeed at Cost, meaning that even if they fail the test they still land the flier, but it's a rough landing and you can add 2 to your Threat pool.

Regardless of how the heroes get to the ground, they have a moment to rest, attempt to heal their wounds, and assess the damage to their flier.

Assessing the damage to the flier is an Average (D1) **Reason + Cunning** test, revealing the following:

- * *If the second enemy flier was hit by the repaired deck gun, the damage is temporary and after a few hours of work the flier can be airworthy again.*
- * *If the second enemy flier was not hit by the repaired deck gun it was able to do more damage to the heroes' flier, and it is too damaged to fly without major repairs. The heroes will have to somehow secure other transportation.*

After the damage has been assessed, read the following aloud:

You hear a great roar coming from the direction of the nearby ruined outpost. Within seconds, you can see several large white shapes appear out of the ruins moving quickly towards your crash site. The white apes of Barsoom are attacking!

THE WHITE APES OF MARS

There are several white apes attacking; one ape plus one additional ape for every two heroes (e.g. a group of 5 heroes will face 3 apes.) During this battle, Heroes can spend Momentum to represent surviving crew or raiders getting in a minor but effective attack on the White Apes. For every 2 Momentum spent on such attacks, a player's attack can be assisted by a member of their crew. Roll 1d20 for them, using a **Daring** of 7 and **Might** of 4, and if they player scored one success, add any successes you scored to their total. Also remember White Apes are Monster ranked characters and as such can take more damage than Minion types like the raiders they fought previously.

If the heroes defeat the apes, they will be safe for the time being. They can either repair their flier or gather supplies and leave the area on foot. In either case, this ends the adventure. You can continue these adventures with the rules provided if the group wants to carry on.

This is a tough fight and if the heroes lose it they will find themselves dragged back to the lair of the white apes to be devoured later. They can attempt to escape or battle the remaining apes, though both these conflicts are outside the scope of this adventure. However, you can use the statistics and mechanics provided in this quickstart to run these scenes.

WHITE APE OF MARS

CUNNING:

7

MIGHT:

10

DARING:

5

PASSION:

4

EMPATHY:

4

REASON:

4

STRESS: 14

THREAT: 3

MIGHTY BEAST: You can always use **Might** to attack in melee, or through intimidation.

HARD TO KILL: You can spend 3 Threat to remove an Affliction without the need of rest or healing.

PREDATORY INSTINCTS: You gain 1 bonus d20 when seeking prey or food.

DRAMATIC RETURN: During combat with the Apes you can spend 5 Threat once to have an otherwise dispatched ape return and attack a character. This ape is considered to have 2 Afflictions but gains +1d20 on this attack.

MASSIVE ROCKS: If an Ape throws a rock at a character it will usually miss but when it hits the weight and power of the throw makes for a dangerous weapon. All thrown attacks are at +2 difficulty but gain 3 momentum for damage if they hit. Rocks count as technology for the Apes making this a **Daring** + **Reason** test.

OPTIONAL SCENE: ESCAPE!

If the heroes were captured, they awaken as their enemies' flier crash lands. They are locked in the flier's brig guarded by two raiders (see above stats). They have recovered their Stress lost from the last scene and the raiders have treated their wounds, removing any one Affliction they suffered. They are without their weapons or gear, which are stowed in containers outside their cell. However, the impact of the flier bends and damages the brig's door, popping its lock. They can now attack the two Raiders (unarmed) and attempt to overpower them. Once they do so, they can rearm themselves. While they are doing so they hear a great roar and crash above deck...



JOHN CARTER OF MARS

CHARACTER IDENTITY

NAME: DEJAH THORIS

RACE: RED MARTIAN

TITLE: PRINCESS

CONCEPT:

EXPERIENCE

RENOWN

UNSPENT

SPENT

TOTAL

ALLIES

CORE EQUIPMENT

Jewelled Finery, Dagger (Sharp, Effects cause 1 Injury in addition to normal damage)

STRESS AND AFFLICTIONS

CONFUSION

STRESS CONFUSION:

AFFLICTION MADNESS:

IMPACTS: EMPATHY & REASON

FEAR

STRESS FEAR:

AFFLICTION TRAUMA:

IMPACTS: DARING & PASSION

INJURY

STRESS INJURY:

AFFLICTION WOUNDS:

IMPACTS: CUNNING & MIGHT

NOTES

WEAPON:

BASE DAMAGE

NOTES

AMMO

WEAPON:

BASE DAMAGE

NOTES

AMMO

WEAPON:

BASE DAMAGE

NOTES

AMMO

WEAPON:

BASE DAMAGE

NOTES

AMMO

TALENTS

NAME EFFECT

Princess of Mars

When encountering an enemy or rival, Dejah Thoris can spend a Luck point to make a Challenging (D2) Empathy + Cunning test. Success means the enemy or rival sees Dejah's value as a hostage, prisoner, or potential ally and will not seriously harm her. This doesn't prevent the character from imprisoning or otherwise hindering Dejah, nor will it work on beasts and similar monsters.

Passionate Scientist

Dejah Thoris is a passionate scientist, when she investigates a scientific mystery she gains +1d20 to the test and can always use Passion + Reason.

Argumentative Discovery

Dejah Thoris is prone to having discoveries click when in the presence of a beloved, arguing for what's best for her people, or other similar events. If a character she has called beloved makes a Passion + Empathy test to support her, she receives an additional Momentum or +1d20 towards making a test to investigate a scientific mystery. This bonus die is on top of any dice gained from the supporting character through other means.

Scientific Prodigy

Dejah Thoris is capable of understanding any scientific discovery. When out of an Action Scene she can spend a Luck point to make a Daunting (D3) Passion + Reason test. If successful the Narrator must explain the general understanding of any discovery she comes across.

FLAW

LUCK

ATTRIBUTES

CUNNING
5

+DARING	9	4
+EMPATHY	13	5
+MIGHT	9	4
+PASSION	13	5
+REASON	11	5

DARING
4

+CUNNING	9	4
+EMPATHY	12	4
+MIGHT	8	4
+PASSION	12	4
+REASON	10	4

EMPATHY
8

+CUNNING	13	5
+DARING	12	4
+MIGHT	12	4
+PASSION	16	8
+REASON	14	6

MIGHT
4

+CUNNING	9	4
+DARING	8	4
+EMPATHY	12	4
+PASSION	12	4
+REASON	10	4

PASSION
8

+CUNNING	13	5
+DARING	12	4
+EMPATHY	16	8
+MIGHT	12	4
+REASON	14	6

REASON
6

+CUNNING	11	5
+DARING	10	4
+EMPATHY	14	6
+MIGHT	10	4
+PASSION	14	6

MOMENTUM

JOHN CARTER OF MARS

CHARACTER IDENTITY

NAME: JOHN CARTER

RACE: EARTHBORN

TITLE: WARLORD OF MARS

CONCEPT:

EXPERIENCE

RENOUN

UNSPENT	SPENT	TOTAL

ALLIES

CORE EQUIPMENT

Harness, Cloak, Sword (Sharp, Effects cause 1 Injury in addition to normal damage), Pistol (Fearsome, Effects cause 1 Fear in addition to normal damage), Dagger (Sharp, Effects cause 1 Injury in addition to normal damage)

STRESS AND AFFLICTIONS

CONFUSION

STRESS CONFUSION:

AFFLICTION MADNESS:

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IMPACTS: EMPATHY & REASON

FEAR

STRESS FEAR:

AFFLICTION TRAUMA:

--	--	--	--	--	--

IMPACTS: DARING & PASSION

INJURY

STRESS INJURY:

AFFLICTION WOUNDS:

--	--	--	--	--	--

IMPACTS: CUNNING & MIGHT

NOTES

FLAW

TALENTS

NAME EFFECT

Warlord of Mars

Carter has faced countless challenges on Barsoom and triumphed through Cunning, will, and force of arms. When facing an enemy in a duel or when standing alone against six or more opponents, make an Average (D1) Cunning + Daring test at the beginning of the fight. Any Momentum generated by this test is usable in your upcoming fight.

True Companion

When acting to aid his allies or beloved Dejah Thoris directly, John treats his Passion as if it were +2 higher than its normal rating (Passion 7 instead of 5).

Fighting Virginian

Carter is tenacious, and his Earth-born strength and years of experience gives him a substantial edge in battle. In melee combat, he can always use Cunning + Might for defense.

Leaps and Bouds

As a Jarsoomian, Carter can leap great distances. For 1 Momentum, he can immediately move up to Away (Immediate to Near, Near to Away) ignoring normal Obstacles and terrain but not complete barriers such as enclosed structures. He can do this as part of an attack action if desired. He may also leap into battle at the start of a fight, closing to Immediate range with any foe who would otherwise be Near (or Away if he spends a Momentum).

ATTRIBUTES

CUNNING
6

+DARING	13	6
+EMPATHY	11	5
+MIGHT	15	6
+PASSION	11	5
+REASON	11	5

DARING
7

+CUNNING	13	6
+EMPATHY	12	5
+MIGHT	16	7
+PASSION	12	5
+REASON	12	5

EMPATHY
5

+CUNNING	11	5
+DARING	12	5
+MIGHT	14	5
+PASSION	10	5
+REASON	10	5

MIGHT
9

+CUNNING	15	6
+DARING	16	7
+EMPATHY	14	5
+PASSION	14	5
+REASON	14	5

PASSION
5

+CUNNING	11	5
+DARING	12	5
+EMPATHY	10	5
+MIGHT	14	5
+REASON	10	5

REASON
5

+CUNNING	11	5
+DARING	12	5
+EMPATHY	10	5
+MIGHT	14	5
+PASSION	10	5

MOMENTUM

WEAPON:

BASE DAMAGE	NOTES	AMMO

WEAPON:

BASE DAMAGE	NOTES	AMMO

WEAPON:

BASE DAMAGE	NOTES	AMMO

WEAPON:

BASE DAMAGE	NOTES	AMMO

LUCK

JOHN CARTER OF MARS

CHARACTER IDENTITY

NAME: TARS TARKAS

RACE: GREEN MARTIAN

TITLE: JEDDAK

CONCEPT:

EXPERIENCE

RENOUN

UNSPENT	SPENT	TOTAL

ALLIES

CORE EQUIPMENT

Harness, 2 Swords (Sharp, Effects cause 1 Injury in addition to normal damage), Thark Rifle (Fearsome, Effects cause 1 Fear in addition to normal damage)

STRESS AND AFFLICTIONS

CONFUSION

STRESS CONFUSION:

AFFLICTION MADNESS:

IMPACTS: EMPATHY & REASON

FEAR

STRESS FEAR:

AFFLICTION TRAUMA:

IMPACTS: DARING & PASSION

INJURY

STRESS INJURY:

AFFLICTION WOUNDS:

IMPACTS: CUNNING & MIGHT

NOTES

FLAW

TALENTS

NAME EFFECT

Jeddak of Tharks Tars may always use his Cunning when interacting with his fellow Tharks or those who know and respect his position as Jeddak of Tharks in Conflict Actions. This includes formal duels among his people.

Mighty Warrior Tars is fierce and powerful, using the height and strength of his Thark warrior's build to his advantage. When fighting in melee, Tars may always use Might+Daring to attack.

Four-Armed Whirlwind Trained to use his multiple arms in battle effectively. When armed and attacking with 2 or more weapons,

The Meaning of Friendship Tars considers his Passion and Empathy to be +2 higher than normal when interacting with or acting to protect his dear friends and loved ones such as John Carter, Dejah Thoris, and his daughter, Sola.ny discovery she comes across.

ATTRIBUTES

TOTAL WORST

CUNNING
7

+DARING	13	6
+EMPATHY	11	4
+MIGHT	15	7
+PASSION	11	4
+REASON	11	4

USED FOR ALL ATTACKS, INSULTS AND THEFTS

DARING
6

+CUNNING	14	7
+EMPATHY	11	4
+MIGHT	15	7
+PASSION	11	4
+REASON	11	4

USED WHEN AT RISK AND MOVEMENT IS IMPORTANT

EMPATHY
4

+CUNNING	11	4
+DARING	10	4
+MIGHT	12	4
+PASSION	8	4
+REASON	8	4

USED TO UNDERSTAND OR HEAL ANOTHER

MIGHT
8

+CUNNING	16	7
+DARING	14	6
+EMPATHY	12	4
+PASSION	12	4
+REASON	12	4

USED TO APPLY FORCE TO THE INANIMATE WORLD

PASSION
4

+CUNNING	11	4
+DARING	10	4
+EMPATHY	8	4
+MIGHT	12	4
+REASON	8	4

USED FOR ATTEMPTS TO LEAD, LOVE OR ENTERTAIN

REASON
4

+CUNNING	11	4
+DARING	10	4
+EMPATHY	8	4
+MIGHT	12	4
+PASSION	8	4

USED FOR ACTIONS THAT USE THE MIND OR THE SENSES

MOMENTUM

WEAPON:

BASE DAMAGE	NOTES	AMMO

WEAPON:

BASE DAMAGE	NOTES	AMMO

WEAPON:

BASE DAMAGE	NOTES	AMMO

WEAPON:

BASE DAMAGE	NOTES	AMMO

LUCK

JOHN CARTER OF MARS

CHARACTER IDENTITY

NAME: KANTOS KAN
 RACE: RED MARTIAN
 TITLE: JEDWAR

CONCEPT:

EXPERIENCE

RENOWN

UNSPENT	SPENT	TOTAL

ALLIES

CORE EQUIPMENT

Harness, Cloak, Sword (Sharp, Effects cause 1 Injury in addition to normal damage), Pistol (Fearsome, Effects cause 1 Fear in addition to normal damage), Dagger (Sharp, Effects cause 1 Injury in addition to normal damage)

STRESS AND AFFLICTIONS

CONFUSION

IMPACTS: EMPATHY & REASON

STRESS CONFUSION:

AFFLICTION MADNESS:

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FEAR

IMPACTS: DARING & PASSION

STRESS FEAR:

AFFLICTION TRAUMA:

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INJURY

IMPACTS: CUNNING & MIGHT

STRESS INJURY:

AFFLICTION WOUNDS:

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NOTES

FLAW

TALENTS

NAME EFFECT

- Helium Jedwar** Kantos Kan may always use his Reason when interacting with fellow red Martian guards. His ambition and understanding of psychology ensures that he stands out when its beneficial to him.
- Cunning Warrior** Kantos Kan instinctively takes cover when needed. He may always use Reason+Daring when defending himself against physical attacks.
- Swift Reflexes** Kantos Kan never misses an opportunity to snap off some shots at enemies while seeking cover. If while defending Kantos Kan spends momentum to counterstrike this damage is increased by +1. This is in addition to any momentum spent to gain the conflict action needed to make an attack.

ATTRIBUTES

TOTAL WORST

CUNNING
6

+DARING	13	6
+EMPATHY	12	6
+MIGHT	11	5
+PASSION	11	5
+REASON	13	6

DARING
7

+CUNNING	13	6
+EMPATHY	13	6
+MIGHT	12	5
+PASSION	12	5
+REASON	14	7

EMPATHY
6

+CUNNING	12	6
+DARING	13	6
+MIGHT	11	5
+PASSION	11	5
+REASON	13	6

MIGHT
5

+CUNNING	11	5
+DARING	12	5
+EMPATHY	11	5
+PASSION	10	5
+REASON	12	5

PASSION
5

+CUNNING	11	5
+DARING	12	5
+EMPATHY	11	5
+MIGHT	10	5
+REASON	12	5

REASON
7

+CUNNING	13	6
+DARING	14	7
+EMPATHY	13	6
+MIGHT	12	5
+PASSION	12	5

MOMENTUM

WEAPON:

BASE DAMAGE	NOTES	AMMO

WEAPON:

BASE DAMAGE	NOTES	AMMO

WEAPON:

BASE DAMAGE	NOTES	AMMO

WEAPON:

BASE DAMAGE	NOTES	AMMO

LUCK

JOHN CARTER OF MARS

CHARACTER IDENTITY

NAME: SOLA

RACE: GREEN MARTIAN

CONCEPT:

EXPERIENCE

RENOUN

UNSPENT	SPENT	TOTAL

ALLIES

CORE EQUIPMENT

Harness, Thark Rifle (Fearsome, Effects cause 1 Fear in addition to normal damage), Dagger (Sharp, Effects cause 1 Injury in addition to normal damage)

STRESS AND AFFLICTIONS

CONFUSION

IMPACTS: EMPATHY & REASON

STRESS CONFUSION:

AFFLICTION MADNESS:

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FEAR

IMPACTS: DARING & PASSION

STRESS FEAR:

AFFLICTION TRAUMA:

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INJURY

IMPACTS: CUNNING & MIGHT

STRESS INJURY:

AFFLICTION WOUNDS:

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NOTES

FLAW

TALENTS

NAME EFFECT

Four-Armed for War (Grade 1)

When you generate Momentum while attacking with a melee weapon or rifle, gain an extra Momentum.

Strength of Compassion (Grade 3)

When acting to protect or help a loved one or someone in your charge, you gain a bonus d20 on all relevant actions and you can always use Passion and/or Empathy as part of the test. This talent doesn't allow for attacks, but can be used if defending on behalf of another.

Woman of Thark (Grade 1)

You gain on additional Momentum from any successful test that involves survival skills (creating weapons, finding food, etc.).

ATTRIBUTES

CUNNING
6

+DARING	10	4
+EMPATHY	14	6
+MIGHT	12	6
+PASSION	13	6
+REASON	12	6

USED FOR ALL ATTACKS, INSULTS AND THEFTS

DARING
4

+CUNNING	10	4
+EMPATHY	12	4
+MIGHT	10	4
+PASSION	11	4
+REASON	10	4

USED WHEN AT RISK AND MOVEMENT IS IMPORTANT

EMPATHY
8

+CUNNING	14	6
+DARING	12	4
+MIGHT	14	6
+PASSION	15	7
+REASON	14	6

USED TO UNDERSTAND OR HEAL ANOTHER

MIGHT
6

+CUNNING	12	6
+DARING	10	4
+EMPATHY	14	6
+PASSION	13	6
+REASON	12	6

USED TO APPLY FORCE TO THE INANIMATE WORLD

PASSION
7

+CUNNING	13	6
+DARING	11	4
+EMPATHY	15	7
+MIGHT	13	6
+REASON	13	6

USED FOR ATTEMPTS TO LEAD, LOVE OR ENTERTAIN

REASON
6

+CUNNING	12	6
+DARING	10	4
+EMPATHY	14	6
+MIGHT	12	6
+PASSION	13	6

USED FOR ACTIONS THAT USE THE MIND OR THE SENSES

MOMENTUM

WEAPON:

BASE DAMAGE	NOTES	AMMO

WEAPON:

BASE DAMAGE	NOTES	AMMO

WEAPON:

BASE DAMAGE	NOTES	AMMO

WEAPON:

BASE DAMAGE	NOTES	AMMO

LUCK