

# HUNT THE WICKED QUICKSTART

Get together a group of two to six people with some dice, paper, and pencils (or digital equivalents).

One person is the **Game Master (GM)**, who runs all of the **non-player characters (NPCs)**, describes the environment, and sets the Difficulty for various **Tasks**.

Each other person plays one **character**. This character is a Bounty Hunter in the United Vassals of the Archon, personally compelled by their **Motivations** and the promise of cash for taking out the Galaxy's most wanted criminals, terrorists, and dissidents.

First, define the nature of your **Hunt** as a group - including the quarry, the tone, the balance between investigation and combat, and the scale and scope of the chase itself.

Then, each player makes a character that aligns with the Hunt:

1. Come up with a **character concept**
2. Select two **Motivations**, and one of the available **Maneuvers** for each Motivation selected
  - a. **Community**
    - i. Cameraderie: any MD spent during an action to assist or protect your family or closest friends is an automatic success
    - ii. Socialization: when you assist someone, or someone assists you, gain +2Ad rather than 1Ad
  - b. **Esteem**
    - i. Acceptance: any MD spent to gain a group's or individual's trust is an automatic success
    - ii. Respect: any MD spent to leverage your worth or earn respect is automatically successful

## c. Justice

- i. Honor: any MD spent while obeying the Tenets of Honor are automatically successful
- ii. Retribution: you gain +1Ad for all rolls against those who have evaded your capture or defeated you

## d. Liberty

- i. Discovery: spend 1 MD to discover something about yourself, another, or the current arc (GM discretion)
- ii. Independence: when acting alone or when inciting independence in others, any MD spent that roll as successes are returned to your MD pool

## e. Power

- i. Order: you gain +1Ad to rolls when operating as an agent in the chain of command
- ii. Resolve: any MD spent to overcome any disabling, slowing, or stunning Consequence or Injury is an automatic success

3. Select your **Species** (Earthling, Ixtabuyek, or Yantiram)
  - a. Earthling: one extra Talent, +1Ad Influence / Resistance
  - b. Ixtabuyek: amphibious, +1Ad Coordination / Stealth
  - c. Yantiram: chassis swap, +1Ad Logic / Knowledge
4. Rank your **Skills** (Awareness, Coordination, Influence, Knowledge, Logic, Might, Resistance, Stealth) in one of four ways:
  - a. **Standard**: 1 Gifted, 1 Competent, 5 Adequate, 1 Bad
  - b. **Versatile**: 2 Competent, 6 Adequate
  - c. **Focused**: 1 Gifted, 2 Competent, 3 Adequate, 2 Bad
  - d. **Specialized**: 1 Gifted, 3 Competent, 1 Adequate, 3 Bad
    - i. Gifted succeed on 3-6
    - ii. Competent succeed on 4-6
    - iii. Adequate succeed on 5-6
    - iv. Bad succeed on 6
5. Write one **Talent**, a self-defined ability that gives +1Ad to any relevant roll. (e.g., *Tracker* would give +1Ad when tracking, while *Deadeye* would give +1Ad while shooting scoped weapons).

6. Pick one **Bounty Hunter Technique**

- Spend 1 MD to force relevant information from another
- Spend 1 MD to determine a target's weakness
- Spend 1 MD to stop someone from dying (not you)
- Spend 1 MD to cancel out the effects of Fear for 1 Scene
- Spend 1 MD per tier of Injury you ignore for 1 Scene
- Spend 1 MD to always act first, regardless of phase
- Spend 1 MD to intimidate anyone at any Difficulty
- Spend 1 MD to break free from bonds or constraints
- Spend 1 MD to earn a minor favor from an NPC
- Spend 1 MD to know the location of a nearby safehouse

7. Characters **Advance** once they have successfully captured or killed three **quarries** (targets with bounties on their head). Characters can't advance when they're **Haunted** or **Obsessed**. Advancement grants:

- Improve one Skill's Rank (Bad to Adequate)
- Gain or improve one Talent

## GAMEPLAY

All difficult actions are called **Tasks**. Tasks have a **Difficulty** of 1 to 5. Multiple Tasks make up a **Scene**. Players only ever roll; the GM *never* rolls.

Players roll a relevant **Skill** to overcome a Task. Rolls get 1D for free. Characters can add **Motivation Dice (MD)** to their roll if they so choose. Once MD are spent, they are gone forever, and new MD must be earned. They can also gain **Advantage Dice (AD)** if they are in advantageous situations or have beneficial weapons, tools, or info.

A Task is either a **Short Task**, which must be completed in one roll (e.g., jumping over a pit), or a **Long Task**, which can be completed over multiple rolls (e.g., repairing a pod). A Long Task's Difficulty is reduced by the number of successes a player rolls. For example: Kettefiss rolls 3 successes against a Difficulty 5 Task, making it a Difficulty 2 Task.

If a player rolls fewer successes than a Short Task's Difficulty, the character receives a **Consequence** or **Injury**. Consequences and Injuries are based off of the Task's **Severity** (which defaults to its Difficulty, but can vary as the GM desires).

If a player ever rolls **zero successes**, their character (and perhaps the squad) suffers a Consequence or Injury equal to the Task's Severity.

Consequences and Injuries can temporarily or permanently degrade a character's Skill (e.g., Competent to Adequate), increase all or certain Tasks' Difficulty (e.g., physical Tasks receive +1 Difficulty), force a new Skill roll (e.g., roll Might) cause MD loss, or produce some other negative condition or effect.

A Consequence can affect the character, the squad, or the Task itself. A bad Consequence might be *the ship depressurizes*; another might be *you cause the reactor to explode*.

Injuries directly affect the character and last for a number of weeks equal to its Severity. A character might sustain an Injury 3, degrading her Might Skill by one Rank for three weeks after the Injury is healed. If you gain a combined Injury 5 or greater, you are **defeated** and can potentially **die**.

Consequences can generate new Tasks that must be overcome through the use of Skill rolls.

Injuries take time to heal. A Knowledge (for surgery or curing sickness) or Resistance (for toughing through it) roll can expedite the process.

Especially difficult Tasks can have a **Threshold**. Threshold is how many of the character's successes are removed from their roll (e.g., a Task with Threshold 2 would make a character who rolled 2 Successes now have effectively rolled 0 Successes and trigger a Consequence).

**Enemies** function just like Tasks, with a Difficulty, Severity, and Threshold. When an Enemy attacks, the character rolls a relevant Skill to **defend** (usually Might for blocking, Resistance for resisting poison).

or mental attacks, and Coordination or Awareness for dodging attacks - especially from guns and other ranged weapons).

Characters must roll successes equal to the enemy's attack Severity in order to successfully defend. Rolling fewer successes causes the character to gain Injury equal to the **difference** between the successes and the attack's Severity (2 successes against a Severity 4 attack would cause Injury 2).

If a character rolls no successes while defending, she suffers both an Injury **and** a Consequence.

A Scene can have a combined **Scene Difficulty**, which combines all of the Scene's Tasks and Enemies together into one easily trackable total.

Some Tasks can have a **Cumulative Difficulty**, meaning that each additional success over the Task's minimum adds some additional benefit - such as another clue, more money, or spending less time.

**Optionally**, you can choose to **Press Your Luck** and spend additional MD *after* the success or failure of your current roll has been determined. Any new MD are rolled without a base die or AD, and if these MD roll zero successes they trigger a new or escalate an existing Consequence or Injury.

Characters can choose to invoke **Collateral Damage** at any time (as long as it is physically possible). This immediately concludes the Scene in a manner of the Hunter's choice, but at the cost of killing innocents and becoming **Haunted**. This requires no rolls nor expenditure of MD.

Inversely, while pursuing a quarry characters can choose to **Let Them Go**. This means that the quarry escapes pursuit and its trail goes cold (all current Leads are no longer relevant), the character becomes **Obsessed**, and the Scene or Task is otherwise resolved as the character wishes. This requires no rolls nor expenditure of MD.

You can't roll more than **10D** or spend more than **5MD** on a roll.

# MOTIVATION AND MOTIVATION DICE

MD are earned from **Triggers** and **Resolutions**. A Trigger is when some event elicits a response from your Motivation. A Resolution is when you've acted upon your Motivation and resolved or completed this action.

MD are **earned** throughout a Scene, but aren't **gained** (and actually added to the pool) until the Scene's conclusion. At the end of each Scene, the GM and players should discuss which - if any - Triggers or Resolutions occurred that deserve MD.

As soon as MD are **spent**, such as when adding dice to a roll, or activate a Motivation Maneuver or Bounty Hunter Technique, they are removed from the character's available MD **pool**. These dice can't be used again, and new dice must be earned and gained.

Each instance of a Trigger or Resolution is worth around **3MD**, but especially minor or major instances can be worth more or less. At any given time during a Hunt, characters should have approximately 10MD at their disposal.

Motivation Maneuvers can be used at any time, even if it is not the character's turn.

Bounty Hunters also gain MD for each **Lead** they uncover during the course of their Hunt, as well as when they finally capture or kill their **quarry**.

# ON THE RUN

Quickstart Adventure

**Gholan** is an enforcer for the **Messonite Lotus** - a Territories spanning criminal syndicate entrenched in every aspect of crime. Gholan was captured, but killed several Hunters and escaped. He's fled into the Superlume Network and now leads a mad chase. Pursued by Marshals, Bounty Hunters, and his former colleagues at the Lotus, Gholan is a man willing to do anything to escape.

**Quarry:** Gholan - Human, Male, 1.8m tall, 75kg, 63 years, pale teal skin, orange dermal graphs, bad teeth, expected to be in disguise. **Bounty:** 5,000u alive. **Wanted for:** Murder, extortion, information of the Messonite Lotus and its principal members and crimes.

## STRUCTURE

Gholan is always located at the third **crossroads** (planet) the Hunters arrive at. He will do his best to kill or incapacitate them so that they can't follow. Each planet gives two **Leads** that point to the others.

## STARTING LEADS

Gholan fled on a Superlume toward **Procyon** for unknown reasons. The majority of Gholan's assets, associates, and favors are on **Jind**. He has an estranged daughter from a failed marriage on **Mukerian**.

## PROCYON

An Earth colony with a terraformed moon and large yantiram population. Gholan stole a civilian transport pod, was confronted by local police, engaged them in a firefight and killed three, wounded one. Police say he was headed to **Kabrult**, a largely yantiram city. In Kabrult a well-known yantiram chassis maker named **Overel** has gone missing. She specializes in "wet" chassis that look like humans.

Her core is found chassis-less, badly damaged, and beneath the ruins of an interplanetary pod depot that Gholan **bombed**. She feebly tells them he forced her to change his face and kept mentioning **cashing out** and getting his **daughter**. If the Hunters came here second, Overel is being **interrogated** by a **competing group**. If they come here last, Gholan has taken Overel hostage and will fight.

## JIND

The vice capital of the Territories. Gholan had a nice **downtown condo** that was allegedly kept off the Messonite Lotus' books. The Hunters arrive simultaneously as one of **competing groups** listed below. The condo has been tossed, weapon racks empty, a datapane that charts the most efficient course to **Mukerian**, searches for the best wet chassis designers, pointing to **Procyon**.

If the Hunters came here first, Gholan has **explosive mines** set to trigger upon entry. If they came here second, the mines are triggered already, condo destroyed, and **competing group** will engage. If they came here last, he's bunkered and will die fighting.

## MUKERIAN

A peaceful garden world. Gholan's daughter **Yurina** lives here, and is known to have a less-than-positive relationship with her father. Her work and home are known addresses, but she wants nothing to do with the Hunters and will try to **evade them**.

If the Hunters came here first, Yurina promises to leave without seeing her father and can be convinced to help catch him. If they came here second, she's been **captured** by a **competing group** to be used as **bait** to capture Gholan. If they came here third, she's been **killed** in the fighting between Gholan and the competing group. Her wetdrive has a message from Gholan stating he will cash out on **Jind** and make himself disappear on **Procyon**.

## COMPETING GROUPS

Gholan is being pursued by other **Bounty Hunter** teams, a **Messonite Lotus** hit squad, and **local** authorities. A typical competitor is **D2 / S3** with Armor and Shield 1, guns which Ignore Armor 1, kinesticks which Ignore Shield 2, and one non-combat Skill that's **D4**. The Lotus will attack Hunters on sight, while others will order them to stand down.

## GHOLAN

A **Scene D4** per Hunter, **S4** attacks (guns and grenades). Can attack as a reaction for each Hunter attack. Has a Resistance, Stealth, and Influence of **D4 / T2**. Hunters can use his daughter for **leverage**. If badly incapacitated, he will attempt to **kill himself**.