META-TASK RESOLUTION SYSTEM

This system is intended primarily to resolve who scenes, acts or adventures during solo play, but could be used in an ordinary RPG session to "skip through" some parts of an adventure.

PEDM/TEDM

Single Character *Only one character is being played, although they may be aided by NPCs*	**Personal Effectiveness DM (PEDM)** – average of all stats, and then derive DM as per the standard table below.
Team *Where a team of characters, which may or may not include the PCs in important roles, is undertaking the task.*	**Team Effectiveness DM (TEDM)** – average of all stats of all PCs, and then derive DM as per the standard table above.

(Note: Skills taken account of in the Skills Match TM. Use average/most applicable skills)

Characteristic	PEDM/TEDM	Characteristic	PEDM/TEDM
0	-3	9-11	+1
1-2	-2	12-14	+2
3-5	-1	15+	+3
6-8	0		

Core System

At heart a meta-task is of course a task, so the usual type of task mechanic applies. We base the task around one for a routine, non-hazardous non-complex task for this the character or party are suitably equipped and skilled, and facing no particular constraints.

To successfully complete a routine meta-task. Simple (4+).

TM	Hazards	Originality	Information	Skills	Kit
-2			Info overmatch	Skill overmatch (3+)	Kit overmatch
-1			Well researched		
0	No danger	Very standard	Just the basics	Correct skills (1-2)	Correct kit
+1	Some danger	Bit unusual	Some gaps		
+2	Significant danger	Non-standard	Lots of gaps	Poor Skills (0/1s)	Poor kit
+3		New to team			
+4	Huge danger	New to everyone	No idea	No skills (nothing relevant)	Hardly any relevant kit

TM	Complement	Active Opposition	Complexity	Constraints
-2	Team overmatch			
-1				
0	Correct team	No opposition	Only 1-2 steps	No constraints
+1		Disinterested security		Some constraints
+2	Too few people	Interested security/ Poor para/military	3-6 steps	Significant constraints
+3		Active para/military	6-12 steps	
+4	Hardly anyone	Elite para/military	12+ steps	Huge constraints

Notes:

- You can reduce complexity (which includes collaboration/co-ordination) by breaking the overall meta-task down into a number of less complex meta-tasks – but of course more rolls also means more chance of failure – but hopefully less damaging failure.
- Constraints includes things like money, time, acting in a covert manner etc.
- You should feel free to add in any other modifiers you feel are appropriate.

Target number is 4+TNs. Roll 2D6 + PEDM/TEDM to match or exceed TN to succeed.

Also note the Objective Challenge (OC) of the task, which is:
Hazards+Originality+Information+Opposition+Complexity.

Duration

To derive a duration make a best guess on how long the task will take (in days, weeks or months!), divide by 10, and multiply by 3D6. Note that success and failure effects may further change this.

Cost

There are four approaches to deriving the cost, use whichever suits you/the situation best. Note that you only need to the nearest 1KCr.

Bottom Up	Use the tables in Cepheus and DSA to estimate costs based on expected activities and durations
Top Down Guess	Just guess, based on your knowledge of 2D6 OSFPRGs
Estimator	Use the table below to derive a per-person per-week cost, and DOUBLE if using own ship. Then multiply by ACTUAL duration. Roll D6+Objective Challenge + Distance Modifier (gives 1-32) Distance Modifier: +2 if global, +4 if within system, +6 if subsector,+6 if interstellar <table><tr><td>Roll</td><td>1-3</td><td>4-6</td><td>7-9</td><td>10-12</td><td>13-15</td><td>16-18</td><td>19-21</td><td>21-25</td><td>25-29</td><td>30+</td></tr><tr><td>KCr</td><td>1</td><td>1.5</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>8</td><td>9</td><td>10</td></tr></table>.
Reward Based	Work out the reward and then calculate cost based on the table below (% x reward = cost). Assumes higher margin for more dangerous work! Roll D6+Objective Challenge (gives 1-26) <table><tr><td>Roll</td><td>1-3</td><td>4-6</td><td>7-9</td><td>10-11</td><td>12-13</td><td>14-15</td><td>16-17</td><td>18-19</td><td>20-22</td><td>23+</td></tr><tr><td>%</td><td>70%</td><td>60%</td><td>55%</td><td>50%</td><td>45%</td><td>40%</td><td>35%</td><td>30%</td><td>25%</td><td>20%</td></tr></table>.

Reward

Not every meta-task has a financial reward attached, for instance just making a transit between star systems will be all cost and no expected reward!

If the task does involve a reward then there are 2 approaches to deriving it, use whichever suits you/the situation best. Note that you only need to the nearest 1KCr.

Top Down Guess	Just guess, based on your knowledge of normal 2D6 OSFPRG mission rewards
Estimator	Use the table below to derive a per-person per-week reward, and DOUBLE if using own ship. Then multiply by PLANNED duration. Roll D6+Objective Challenge + Distance Modifier (gives 1-32) Distance Modifier: +2 if global, +4 if within system, +6 if interstellar

Roll	1-3	4-6	7-9	10-12	13-15	16-18	19-21	21-25	25-29	30+
KCr	2	5	9	12	15	20	25	30	35	40

Effect

If Effect = 0 roll D6 on Marginal table.

If Effect other than 0 roll D6 + Effect on Primary Success or Failure and then another D6+Effect for and Secondary result. Roll for each minor/major/exceptional bonus/problem on the appropriate table.

Note: For Success only Effect is limited to the Target Number (this stops you getting exceptional success by trying easy tasks!).

If the result is not appropriate to the type of operation, roll D6 and on 4+ ignore, and on 3- reroll.

If a natural 12 (when TN >= 12) count as a Success and roll D6 for Effect, instead of D6+Effect.

D6+ Effect	Success		Failure	
	Positives	**Secondary Negatives**	**Negatives**	**Secondary Positives**
1	Simple success	Major	Simple failure	Major
2	Minor	2 x Minor	Minor	2 x Minor
3	Minor	Minor	Minor	Minor
4	Minor	Minor	2 x Minor	Minor
5	2 x Minor	Nil	2 x Minor	Nil
6	Major	Nil	Major	Nil
7	Minor + Major	Nil	Minor + Major	Nil
8+	Exceptional	Nil	Exceptional	Nil

Successes

2D6	Minor	Major	Exceptional
2	Find artefact	Find important artefact	Find Ancient artefact
3	Find small arm	Gain 20t craft	Find rare artefact
4	Find side arm	Gain ally	Gain ally organisation
5	Rumour	Significant rumour	Sector media coverage, 2D6 x net fee
6	Find 4D6 kilos cargo/trade good	Find 2D6 tons cargo/trade good	Find 4D6 tons cargo/trade good
7	Find non-weapon item	Ace patron contact	Sponsorship for next adventure
8	Net fee x D3 x 10%	Net fee x 2D6 x 10%	Net fee x 4D6 x 10%
9	Reduce time by D3x10%	Reduce time by D6x10%	Gain Noble ally
10	Patron contact	Planetary media coverage, D6 x net fee	Gain 100t ship
11	Net fee x D6 x 10%	Gain air/raft or APC	Gain 200t ship
12	Free onward ticket/fuel	Gain 40t craft	Gain 400t ship

For any craft or vehicle roll on the table below for its state. All are assumed to be second-hand.

Failures

2D6	Minor	Major	Exceptional
2	PC light wound, 2D3 days to fix/recover	PC severe wound, 2D6 days to fix/recover	Ship wrecked, sell for scrap
3	Lose small arm	Negative planetary media coverage, -2 on all social rolls in system for next month	Gain enemy organisation
4	Lose side arm	Gain enemy	Gain enemy organisation
5	Minor system damage, team can fix in 2D3 days or operate sub-optimal (-2)	NPC hospitalised for 2D6 weeks, + equal recovery	Sector media coverage, -2 on all social rolls in sector for next month
6	Minor system damage, team can fix in 2D3 days or operate sub-optimal (-2)	NPC hospitalised for 2D3 weeks, + equal recovery	System destroyed, needs D3+D6 weeks in repair yard
7	NPC light wound, 2D3 days to fix/recover	Severe system damage, needs 2D3 weeks in repair yard	System destroyed, needs D3+D6 weeks in repair yard
8	Net fee x D3 x -10%	PC hospitalised for 2D3 weeks, + equal recovery	Net fee x 2D6 x -10%
9	Increase time by D3x10%	Net fee x D6 x -10%	Gain Noble enemy
10	NPC light wound, 2D3 days to fix/recover	Increase time by D6x10%	PC hospitalised for 2D6 weeks, + equal recovery
11	Lose non-weapon item	Lose air/raft or APC	PC hospitalised for 2D6 weeks, + equal recovery
12	NPC severe wound, 2D6 days to fix/recover	Lose small craft	Lose ship

Systems Roll

Roll	1	2	3	4	5	6
System	Hull	JDrive	MDrive	Weapons	Sensors	LifeSp