Open Adventure

COMPLETE RULEBOOK

For any number of players ages 10 and up!
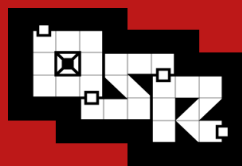
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Open Adventure

FANTASY & SCI-FI ADVENTURE GAME

Final Author and Editor-In-Chief: Kyle Mecklem

Contributing Authors and Editors: Christopher Cortright, Brian Isikoff, Andy Isbell and Matthew Skail

Inside Cover Illustration: Christopher Cortright (released under Creative Commons BY-SA)

Cover Illustration (Front): Rusty Hatfield (released under Creative Commons BY-SA)

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Forward

The rules in this book are as complete as possible within the limits of one book and maintaining the practicality of being able to memorize the rules. That is to say, this book covers the major aspects of medieval fantasy and science-fiction campaigns but still remains flexible and easy to read.

As with any other set of role playing rules they are to be considered guidelines to follow in designing your own fantastic medieval or science-fiction campaign. The rules provided to you are a framework in which you can build a game of simplicity or extraordinary complexity—your own imagination and free time are your only real limiting factors, and the fact that you are reading these rules suggests you are not lacking in imagination. The magic of the game is in that those who play will want to find more and more time for it.

It is advised, however, that a campaign begin slowly, following the steps outlined within this book, so as to avoid becoming too bogged down with unfamiliar rules and details. Your campaign should build naturally, at the pace best suited to the referee and players, smoothing the learning curve for all involved.

Old rules can be thrown out, and new ones substitute their place as to keep the game fresh with different situations, ideas and options. In addition, the players themselves should contribute to the game experience as well. Players are encouraged to interact with the mechanics and story as to make the campaign unique and ever-changing. Follow this advice, and you will have a living game.

If you are a player reading the OA rules in order to learn how to play or improve your play style, you will find there is much to read and glean from within this book. If your referee has made changes in the rules and/or tables, simply make a note of the changes in pencil (you never know when the rules will change again and you may need to erase something previously written). Keep this rulebook nearby when you play for helpful reference. A quick glance at the rules may reveal an overlooked treasure or tactic that could save your game "life"!

Read through the entire work contain within, in the order presented, before you attempt to play.

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Kyle Mecklem

29 October 2014

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Part I: Introduction

OPEN ADVENTURE is a role playing game for persons 10 years of age or older. In the game rules, individuals play fantasy or science-fiction characters in a medieval fantasy or science-fiction world where super powers and magic are real, and heroes and heroines venture to unexplored frontiers in search of fame, fortune and conquest. Characters gain experience by overcoming perils, defeating enemies and acquiring lost treasures. As characters gain experience they grow in both power and talent.

At least two people are needed to play OPEN ADVENTURE (OA), though the game can be played solo with a few modifications to the base rules. This game is most enjoyable when played by a group of four to eight people. Unlike other games, this game does not use a board or actual playing pieces. All that's needed to play are these rules, a couple of six-sided dice, pencil and paper, graph paper and a creative imagination. The game is more exciting if figurines, a game mat, and/or dioramas are used, but the game can be played without such visual aids.

How to Use This Book

This book contains all the rules necessary to play the OPEN ADVENTURE game. The first half of the book is devoted to the rules and information pertaining to players while the second half is for the game master only. Players should withhold reading the second half of this book unless acting as a game master. This book has been divided into nine sections.

PART ONE: **Introduction**, explains generalized information and defines many terms used throughout the game. These and other terms are collected in the **Glossary** which can be found on page XYZ.

PART TWO: **Player Character Creation**, explains step-by-step how to create a player character and is listed in easy-to-follow steps.

PART THREE: **Equipment & Services**, lists all the necessary equipment, weaponry and armor your character will need before partaking on a high adventure– whether it be deep inside a dungeon or high above the stratosphere.

PART FOUR: **The Adventure**, is filled with useful information for setting out on a grand expedition for all players.

PART FIVE: **Magic**, lists supernatural spells and psionic abilities along with a description and pertinent information related to each magic type.

PART SIX: **Combat & Encounters**, deals with running into various monsters or aliens, some of which will lead to combat.

PART SEVEN: **Non-Player Characters**, list descriptions & explanations for all types of monsters and aliens considered unfriendly to player characters, arranged alphabetically.

PART EIGHT: **Tech & Treasure**, explains different types of treasure, technology and legendary items player characters may find along their journeys.

PART NINE: **Game Master Information**, lays out important information and step-by-step instructions for designing a medieval fantasy or science-fiction adventure.

Read through this entire book except the "non-player characters", "tech & treasure" and "game master information" (those sections should only be read by the game master).

Though the rules may seem confusing at first, or that there are a lot of them, they will begin to become more understandable the more you read. The rules were designed to fit together making it important that you understand the concepts of what the rules are attempting to achieve, rather than every detail listed in this book.

Golden Rules

While the material in this book is referred to as rules, in reality they are more guidelines than rules. If, after playing the game for a while, you and the game's referee (refereed to as a **Game Master**), decide to alter or add to the existing rule sets, feel free to do so. The rules listed here are to serve as a framework onto which you can build and craft your own imaginary worlds and adventures.

There are a few **Golden Rules** that should be understood and followed above all other rules detailed in this book:

1. If two rules directly or indirectly conflict, the more specific rule shall take precedence over the broader or more general rule.

2. If ever in the game an argument arises in which one party or player wishes to complete an action but another party or player does not believe the action is possible or in the spirit of the rules, and after much thoughtful debate, the default conclusion should be that the action not to be completed.

3. When dealing with numeral fractions, always round down to the nearest whole number.

4. The Game Master has final say in all rules deliberations.

5. The rules in this book are simply a framework, not scripture. Any part of the rules can be changed or neglected by the Game Master.

Basic Setup & Game Play

READ THIS SECTION CAREFULLY! The terms used here will be used throughout the rest of this game booklet. The terms can also be found in the Glossary on page XYZ.

Game Setup

When a group of persons gather together to play a game of OA, one person acts as a referee and story-teller known as a **Game Master (GM)**. The others play the roles of medieval fantasy or science-fiction characters and are called **Players**. Each player is in control of an imaginary character known as a **Player Character (PC)**. Other imaginary characters are played by the GM and known as **Non-player Characters (NPCs)**. A group of characters (PCs and/or NPCs) are known as a **Party**.

Each game session is called an **Adventure**. An adventure can last as long as players and the GM decide to play. An adventure may run for hours, or last an entire weekend! The length of playing time depends on the wishes and schedules of the players and GM. Several related adventures played over a series of game sessions are known as a **Campaign**.

It's the GM's responsibility to setup and prepare the setting and scenario for each adventure before actual game play begins. Whether the setting is one of an underground dungeon, space ship, mountain wilderness or alien planet, the area is carefully mapped on paper (typically graph paper), a game mat, or represented by props acting as a diorama of sorts. An adventure, including the surrounding area in which the action and fun take place, may be designed by the game master or pre-created by someone else such as a friend or professional game designer.

The GM must spend more time creating and preparing the adventure before play than the other players. The game master must also have an intimate understanding of the rules of OA. Because of this, it is recommended the most experienced player take up the GM role which requires more forethought and work, but is an extremely rewarding experience.

Players will create player characters before actual game play begins. Following the instructions on **PART 2: PLAYER CHARACTER CREATION**, players will choose the strengths, weaknesses and talents of their imaginary character.

When the GM has created and setup the adventure and the players have created their characters, the game is ready to begin.

Game Play

At the beginning of the game players enter into the scene. FOR EXAMPLE, a scene could begin in a dungeon, on a far away moon or near a small hamlet.

The GM describes what the characters can see, smell and hear around them. One player should draw a map according to the game master's descriptions; that player is called the **Mapper**. As the party moves forward on their adventure more and more of the surrounding area is revealed. Eventually, the GM's and players' map will look more or less alike.

To avoid confusion and keep the party advancing in their adventure, one player should be elected to speak for the entire party. This player is referred to as the **Caller**. When unusual or certain situations occur each player may want to describe what his or her character is doing. It is the caller's responsibility to insure each player's wishes are being accurately represented and relayed to the GM. The caller is a mediator between the players and the game master, and should not judge what the players wish to do.

As details are revealed about the adventure players will eventually meet non-player characters (NPCs) which they may talk to, avoid or fight. **Enemies** are any animal, person or supernatural creature that is unfriendly towards the party and often wanting to fight the characters. An enemy may be anything from a ferocious dragon or alien mutant to an angry merchant. For game purposes any character that's not a player character (PC) is an NPC. Any NPC that is unfriendly or hostile towards a player character is an enemy.

When PCs meet up with or run into NPCs it is refereed to as an **Encounter**. During a typical adventure player characters will also discover treasure, avoid dangers such as traps, as well as encounter enemies. Often times the player characters will resort to fighting enemies. Such a fight is called **Combat**.

Throughout an adventure PCs try to gain experience to further advance their talents. Player characters gain experience by earning **Experience Points (XP)** given to them by the GM based off how much treasure they find and the number of enemies they defeat in combat. The experience points gained from one adventure will be retained throughout future adventures. Eventually when a PC has earned enough XP they will advance in **Level**. There are a total of five levels a PC can attain in OPEN ADVENTURE.

A level is a general term meaning an amount of experience points attained by a PC through various adventures. **All player characters begin their first adventure at Level 0**.

Enemies have various levels as well. An enemy's level indicates how ferocious and difficult he or she is to battle in combat.

How To Use The Dice

When referring to dice, an abbreviation is often used. The first number in the abbreviation is the number of dice being rolled followed by the letter "d" (shorthand for "die" or "dice"), and then the number of sides the dice have. FOR EXAMPLE, "5d6" would mean to roll five six-sided dice and add the total of all the dice rolls together. If a plus ("+") or minus ("-") symbol, followed by a number, are present; this means to add or subtract the number from the overall total. FOR EXAMPLE, "1d6+3" would mean roll a six-sided die and add three to the result.

In OPEN ADVENTURE any action that has a possibility of failure that would carry with it significant consequence, such as a PC attempting a daring jump across a wide crevasse, can be resolved by rolling two six-sided dice of different colors (preferably one die being white and the other black). The white or lighter colored die represents positive numbers. The black or darker die represents negative numbers.

When a character's ability must be tested, both dice are rolled at the same time, but a player only needs to pay attention to the die that rolled the lowest number.

- If the lowest number rolled was on the white die, add the number to whichever ability is being tested

- If the lowest number rolled was on the black die, subtract the number from whichever ability is being tested

- If the two dice rolls are the same, then there is no lowest number and the ability tested is unmodified

FOR EXAMPLE, a roll of 5 on the white die and a 2 on the black die would mean a result of -2 to an ability test. A roll of 1 on the white die and 1 on the black die would mean a result of +0 to an ability test. A roll of 1 on the white die and 3 on the black die would mean a result of +1 to an ability test.
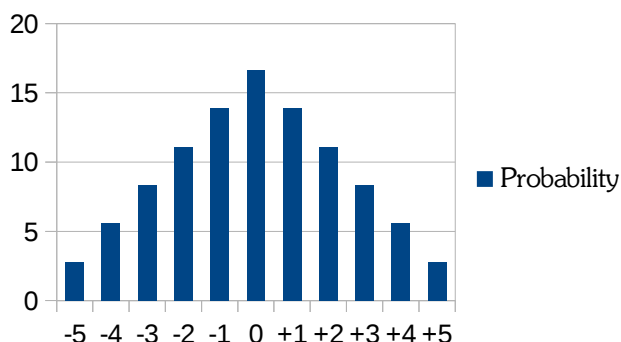
Possible outcomes range from -5 to +5, with a statistical bias towards a roll of +/-0. This form of dice rolling is known as a **Standard Roll** throughout OPEN ADVENTURE. For an example of how dice rolls are used during game combat, see page XYZ.

Dice Alternatives

If only one six-sided die is available, roll the die twice and consider the first roll as the white die and the second roll as the black die.

If only a standard deck of playing cards are available, separate six suited cards ranging from ace through six. Separate another six suited cards (preferably of a different color) also ace through six. Shuffle the two sets of suits separately then draw the top card from each pile. Treat the number on the cards from the first suit as the white die roll. Treat number on the card of the second suit as the black die roll. Shuffle the cards into their original piles before reusing them in this manner.

If no materials are available, when a die roll is needed two players will count to three and, in rock-paper-scissors fashion simultaneously reveal zero, one, two, three, four or five fingers each. Subtract the highest number of fingers revealed from the lowest number of fingers revealed. This is the rolled number.

If the rolled number is not zero, the players repeat the above game except this time notice if both players reveal an even or odd numbered amount of fingers. If both players revealed odd or even numbers, the rolled number is a positive number. If the players revealed an even and odd set of numbers, the rolled number is a negative number.

Object Of The Game

In most games the concepts of "winning" and "losing" are important, however in OA these conditions do not apply! The players and game master do not play against each other, even though the GM does play the roles of the enemies that threaten the players. The job of the game master is to remain fair, neutral and not take sides. He or she acts as a guide or referee, the person who offers challenges for the players to overcome, keeps the action flowing and provides an exciting and daring adventure for the players.

Players have fun by overcoming daring obstacles, finding valuable treasures and solving complex puzzles as a team. But doing so does not mean the game has been "won". Likewise the game is not "lost" if a player's character perishes on some far off frontier. When a player character dies the controlling player can simply create a new character to later join the adventuring party and continue playing. A good OPEN ADVENTURE campaign is like a collaborative fantasy or science-fiction novel, written by the players and GM alike.

The real way to "win" OA is to have fun. If you're enjoying the experience; you're doing something right.

Part II: Player Character Creation

Below is a step-by-step list of what players will need to do to create a new player character for the OPEN ADVENTURE game. In a two-player game, the player making a character should make and control at least two player characters, instead.

How To Create a Player Character

1. On a blank sheet of paper write down the names of the player character's primary traits: Strength, Intelligence, Perception, Dexterity, Health and Charisma. If an OA **Character Record Sheet** is being used, the six names will already be printed on the record sheet. It may prove useful to look at the character record sheet to better understand the form it takes. A character record sheet template can be found on page XYZ for review or printing copies.

2. Starting with 30 character points, divide all of the points amongst the six primary traits in any way you choose. No individual primary trait can be less than 1 or greater than 10. All six of the primary traits should equal 30 when added together.

3. (Optional) Re-assign any amount of the above points to a seventh primary trait called **Magic**. This trait cannot have more then 10 points in it. Consult the section on Magic (pages XYZ).

4. Read the section on **Secondary Traits** and fill out the values for all five secondary traits based off your character's primary traits. More information on what these numbers do can be found on page XYZ.

5. Consult the section on **Abilities** (page XYZ) and determine how many +1 modifiers the player character gets to apply to any of the abilities listed. Next, choose a weakness by applying ten -1 modifiers to any one or more of the abilities.

6. If you're making a character with a level of 1 or higher, read the section on **Character Archetypes** (page XYZ) and randomly choose one **Talent** from one of the five archetypes of your choice for every level of your character. Beginning players can skip this step.

7. Set aside a section of the paper for **Experience Points (XP)**. As a new character, write down "0" for the amount of starting XP. Additionally, make a note of the amount of XP needed to advance to second level.

8. Roll 2d6+3. This new number represents the amount of currency the player character begins the game with and can use to purchase equipment before game play begins (see step 9 below). For medieval fantasy campaigns the standard currency is **Silver Coins (SC)**. Science-fiction campaigns use **Star Credits (SC)** as currency.

9. Consult the tables of **Common Weaponry**, **Common Armor** and **Common Equipment** (starting on page XYZ) then "purchase" whatever gear your player character chooses, within the limits of his or her starting amount of currency. Write down the equipment, weapons and armor your character purchased on the back of the paper. Deduct any money spent buying equipment.

10. Now that you know what type of weaponry your character will be using, determine his or her **Attack (ATK)** trait by adding the weapon's damage rating to your character's strength–if the weapon is melee, or perception–if the weapon is ranged. Write the new number in a section marked "Attack".

11. Find the character's **Defense (DFS)** trait by adding their dexterity trait to their armor's toughness rating. Write the new number in a section marked "Defense".

12. Choose a race for your character such as a dwarf or android (see page XYZ). Name your character and think up a suitable personality and background story. Optionally, your character may know more than one language to start. Give this step care, as once you've chosen a race, name and background they can rarely be changed!

Character Creation Summary:

1. Assign 30 character points to the six primary traits

2. (Optional) Re-assign points to the magic trait to use spells or psionics

3. Determine the five secondary traits

4. Apply positive and negative modifiers to abilities

5. If you're making a character who is higher than level 0, choose a random talent from a character archetype of your choice for every level of your PC (beginning players should skip this step)

6. Roll for initial currency and buy starting gear

7. Determine attack and defense traits

8. Choose a race, name, personality and background for your player character

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If any problems or questions come up while creating your character, double-check with the example of character creation on page XYZ or consult with the game master.

Primary Traits

The first step in creating a player character is assigning points to the six **Primary Traits**.

> There are 30 character points to assign amongst the six primary traits.

A player may place as many of the points into any one or more of the traits as they see fit with two exceptions:

1. Traits cannot have more than 10 points
2. Traits cannot have less than 1 point

A seventh (optional) trait is available to any players who wish to assign 1 or more points to it. This seventh trait, called **Magic** (**MAG**), opens up the world of paranormal powers and magical abilities to a character. Like the other six traits, magic cannot have more than 10 points assigned to it. However, this trait can have 0 points placed into it. For more information and a list of magic spells and psionics to choose from see page XYZ.

The seven primary traits, and their significance, are explained hereafter:

Strength (STR)

"Strength" is a measure of a character's muscular power and physical brawn. Player's who wish for their character to wield **Melee** weapons proficiently such as a glaive or vibroaxe should have a high strength.

Strength directly influences a character's **Melee Attack trait**, **Encumbrance** (see page XYZ) and strength **Abilities** (see page XYZ).

Perception (PER)

"Perception" refers to eye-hand coordination, attention to detail and natural intuition. Perception aids in a player's ability to wield a **Ranged** weapon (including thrown weapons) such as a bow or laser pistol. A player who wants their character to be proficient with ranged or thrown weapons should give their character a high perception.

Perception directly influences a character's **Initiative** (see page XYZ), **Ranged Attack** trait and perception **Abilities** (see page XYZ).

Intelligence (INT)

"Intelligence" is the ability to learn and remember knowledge. It is also a measure of a character's overall IQ and ability to solve mental problems. Player's who wish for their characters to be good at many abilities should have a high intelligence.

Intelligence directly influences the number of +1 modifiers applied to a character's **Abilities**, (including the number of **Languages** a character knows) and a character's **Will Save** (see page XYZ).

Dexterity (DEX)

"Dexterity" refers to agility, flexibility and quickness. A character with a high dexterity is good at dodging incoming attacks. A player who wants their character to be good at **Defense** should choose a high dexterity.

Dexterity directly influences a character's **Defense** (see page XYZ), **Reflex Save** (see page XYZ) and dexterity **Abilities** (see page XYZ).

Charisma (CHA)

"Charisma" is a combination of personal appearance, charm and leadership ability. A high charisma means many good **Reactions** from NPCs, which can help a player throughout the game. A player who wants a character who can succeed at social events should choose a high charisma.

Charisma directly influences an NPC's **Reaction** (see page XYZ) towards the PC and the character's charisma **Abilities** (see page XYZ).

Health (HEA)

"Health" is a measure of the constitution, well-being and overall vigor of a character. A high health means many **Health Points**, making a character less likely to die or be killed. A player who wants a character who can sustain a lot of damage before succumbing should choose a high health.

Health directly influences the number of **Health Points** (see page XYZ), **Stamina Points** (see page XYZ) and a character's **Fortitude Save** (see page XYZ).

Magic (MAG)

"Magic" is the innate ability for a character to harness unseen but potent supernatural powers. In a medieval fantasy campaign magic wielders tap into an arcane realm of occult possibility. For a science-fiction campaign, characters with psionic powers can draw from a mysterious "paraforce".

Magic directly influences how many **Spells** or **Psionics** per game-day a character can cast. The higher leveled a character is, the more powerful spells he or she can cast. Magic is explained in detail in **PART 5: MAGIC** on page XYZ.

Secondary Traits

> Each of the five secondary traits are based off of one of the primary traits. The maximum value of the secondary traits are the same as the primary trait that they are based off.

The second step to creating a player character is to find the values for the five secondary traits: **Health Points**, **Stamina Points** and the three **Save Tests**: **Fortitude**, **Reflex** and **Will**.

Health Points (HP)

> A character starts the game with a number of HP equal to their health trait.

"Health points" represent the number of "points" of damage a character can take before they die. A character with many health points can take more damage, and is more likely to survive, than a character with fewer HP.

Any character reduced to 0 (or less) health points has succumbed to their wounds and has died. Details about what happens if a character dies are discussed in **PART 4: THE ADVENTURE** on page XYZ.

⚡ Stamina Points (SP)

"Stamina points" represent a character's endurance, energy and going-power. A character starts the game with a number of stamina points equal to their health trait. Certain talents, actions or spells may reduce a character's stamina points in exchange for special effects or bonuses.

By exerting themselves (and losing stamina points), a character can temporarily enhance their **Movement Points** (**MP**) (see page XYZ). As a free action, a character may spend their stamina points to gain movement points. For every 1 SP they choose to spend this way, they receive +1 MV until end of turn. See page XYZ for details on movement and movement points.

If a character has run out of stamina points, they may not spend additional stamina points until they regain at least one SP. However, if a character is forced to lose additional SP (such as from a magical effect) they lose HP instead. FOR EXAMPLE, a player character with no stamina points who is forced to lose 2 SP would lose 2 HP instead.

Additionally, certain equipment or spells may be enhanced by spending SP.

Save Tests

A **Save Test** represents a chance that a special attack, trap or effect may be avoided or have less than the normal effect. There are three types of saves every character possesses:

- Fortitude Save
- Reflex Save
- Will Save

Fortitude Saves reduce effects concerning the constitution and well-being of the character's body. **Reflex Saves** help avoid fast-moving effects such as traps. **Will Saves** deal with a character's mental toughness and ability to resist coercion or charm. Fortitude, reflex and will saves have the same number as a character's health, dexterity and intelligence, respectively. Write the save numbers for your player character on his or her character record sheet.

A save is tested by making a standard roll and applying the result to the character's save number. If the result of a save is equal to or greater-than 5 the save test is successful. A successful save means the effect or amount of damage suffered is reduced by half. An unsuccessful save means the character takes the full damage or effect.

On occasion certain attacks or effects will have a higher or lower target number than the default of 5 (see page XYZ for target numbers).

Secondary Traits

Secondary Trait	Number Derived From
Health Points	= Health
Stamina Points	= Health
SAVE TESTS	
Fortitude Save	= Health
Reflex Save	= Dexterity
Will Save	= Intelligence

Abilities

The third step to creating a character is determining how you want your character to excel at **Abilities**.

Abilities are general actions that characters can use during an adventure. When a player wishes for their character to perform a specific action and the game master feels it requires a dice roll, the GM will determine what type of ability the character is trying to use.

There are many abilities divided amongst five of the primary traits: strength, perception, intelligence, dexterity and charisma.

Abilities

Strength Abilities	Perception Abilities	Intelligence Abilities	Dexterity Abilities	Charisma Abilities
Climb	Forgery*	Appraise [Item]*	Balance	Animal Handle*
Escape	Gamble*	Bureaucracy [Subject]*	Dodge	Barter*
Force Open	Investigate*	Craft [Item]*	Escape	Deception*
Intimidate*	Listen*	Engineer*	Hide*	Etiquette [Culture]*
Jump	Lock Pick*	Knowledge [Topic]*	Jump	Intimidate*
Melee [Weapon]	Navigate [Area]*	Language [Culture]*	Range [Weapon]	Leadership*
Steadfast	Ranged [Weapon]	Lore [Category]*	Sneak*	Perform [Art]*
Swim	Search*	Medicine	Pilot [Transport]	Persuade*
Taunt*	Sense Danger	Repair [Device]*	Sleight of Hand*	Sex Appeal*
Unarmed Combat	Sense Deception*	Survival [Area]	Throwing [Item]	Teach

* ability test results are known only to the game master

Each ability allows a character many different options they can try to perform during an adventure. Each ability is based off a character's primary trait. FOR EXAMPLE, the swim ability begins with the same number as the player character's strength (which is the primary trait that swim is based off). A character with a dexterity 6 would also have a jump 6.

Sometimes a character may attempt an action that does not fit within the abilities listed in this booklet. In such a case, the player will use one of the six primary traits of the character that best suits the action, instead (at the GM's discretion).

FOR EXAMPLE, imagine a character wished to arm wrestle an opponent. Because there is no "arm wrestle" ability, the GM has the player use the number from their strength trait instead. In this way, primary traits can be thought of, and used as, abilities just like the abilities listed in this section.

Abilities take different amounts of time (known as **Action Types**) to complete. Action types are discussed in more detail in **PART 6: COMBAT & ENCOUNTERS** (on page XYZ). FOR EXAMPLE, the escape ability requires five minutes for a character to perform, while the taunt ability only takes one turn to complete.

Applying Ability Modifiers

Apply ten -1 modifiers to one or more of your character's abilities (abilities cannot have more than five -1 modifiers). Apply as many +1 modifiers as is equal to your character's intelligence trait. You may apply these modifiers to one or more of the abilities of your choosing.

When creating a character, you must apply ten -1 modifiers to one or more of the 50 abilities for your character listed above. These -1's serve as a disadvantage or weakness your character suffers from (no one is perfect). You may choose to place as many of the ten -1s into one ability (so long as no ability has more than five -1 modifiers), or divide them over multiple abilities. FOR EXAMPLE, a player may choose to have their character suffer a sneak -5 and intimidate -5. Alternatively they may choose for their character to have jump -4, climb -4 and hide -2.

Next, take note of your character's intelligence trait. This will determine how many +1 modifiers you can apply to your character's abilities. These serve as a character's strength or aptitude in specific areas such as medicine or hiding. Each time a PC gains a new level they are awarded 1d6 new +1 skill modifiers (see page XYZ).

The higher your character's intelligence, the more +1 modifiers they get to apply to whichever abilities you wish in any order you want. In other words, the smarter your character is; the more abilities they're good at!

How Abilities Are Used

Characters are often required to test their abilities at different points throughout the game. Whenever the GM feels a character's ability to complete an action is uncertain, and the situation carries the possibility of grave consequence if the character fails their attempt, he or she will ask the player to perform an **Ability Test**. To make an ability test, make a standard roll then apply the result to the character's appropriate ability number. If the result of an ability is equal to or greater-than 5, the ability test is successful.

An unsuccessful ability test means the character has failed at performing the ability and must suffer any consequences associated with that.

Ability Test Difficulties

On occasion certain situations will make the **Target Number (TN)** (see page XYZ) needed to succeed at an ability test higher or lower than the default of 5. FOR EXAMPLE, a padlock made of superior materials and craftsmanship may be more difficult to pick than a normal lock. In such a case, the game master may decide a character needs to roll a 7 or higher, instead of a 5, for a successful ability test.

When a character is using an ability, the GM may wish to increase or decrease the TN needed for the ability test to succeed. This is done when circumstances within the adventure make the difficulty of completing the ability test easier or harder than normal. Circumstances can change the target number of an ability anywhere from 1 to 10, with 5 being the default TN needed to succeed and 10 the most difficult to achieve. FOR EXAMPLE, a character wishes to make a repair ability test to repair a mechanical device. However, the GM may decide that this particular device is especially complex and therefore has a repair target number of 7, instead of the normal 5.

Secret Ability Tests

For some abilities, the dice are rolled in secret by the GM instead of the player. The ability test will always seem successful to the character attempting these types of actions, but it might not be. Only the GM knows for sure! If the result of an ability test is unknown to a player, it is marked with the "�❧" symbol.

Repeatable Ability Tests

Often, when a character's ability test fails, all the other players may say "He failed?! Let me make my ability test!" This is not something that should be encouraged. If the GM allows everyone to make an ability test for the same task when someone has failed, one character will eventually succeed, making ability tests pointless.

Instead, the game master should usually decide that the circumstances that lead one character to fail will make all the other characters fail as well. However, some abilities are repeatable, while others are not. Because of this, a repeatable ability test is denoted with the "↻" symbol. Abilities that are not repeatable cannot be attempted a second time until 1 or more days have passed since the last attempt.

Using Abilities Together

Often times it's reasonable for multiple characters to use their abilities together to solve a common task.

FOR EXAMPLE, two warriors may try pushing a large stone aside that blocks an entrance to an underground catacomb. In this example two character's are better than one.

Players should choose which of the character's is the chief problem-solver for the situation (usually the PC with the highest appropriate ability number). Next, that character and all others who are trying to help should make ability tests. The GM uses the roll of the chief problem-solver and adds a +1 modifier for every one of his or her allies who made a successful ability test, and a -1 for every ally who failed the test. The chief problem-solver can never receive more than a +3 bonus this way, but there is no limit to penalties he or she could receive.

Abilities With [Brackets]

Some abilities require a specific area of expertise to be chosen. When this is required, the ability will have a sub-topic listed in brackets. Any modifiers for that ability only apply to the sub-topic chosen. Players should work with the game master to choose an appropriate sub-topic that is appropriate for the adventure the players will engage in.

Multi-Trait Abilities

A number of abilities are listed in more than one trait. FOR EXAMPLE, the Jump ability is listed both under strength and dexterity. Abilities of this nature can be allow the player to choose which of the allowed primary traits they wish to base the ability off of before performing an ability test. FOR EXAMPLE, a player could choose to perform a jump ability test based off the strength trait–or–the dexterity trait.

Abilities List (Alphabetical)

Animal Handle

TIME:	3 Hours
TEST RESULT:	✦❧ Unknown
REPEATABLE:	✖ No

"Animal Handle" is the innate feat of being able to calm and communicate non-verbally with a creature of less-than humanoid intelligence. The target number to succeed is equal to 10 – intelligence of the animal.

If Successful:	If Failed:
Target animal becomes a retainer to the handler (see page XYZ for information on retainers).	A reaction check (page XYZ) is made using the result from the animal handling result.

Appraise [Item]

TIME:	1 Minute
TEST RESULT:	👁̸ Unknown
REPEATABLE:	✖ No

The PC with an astute eye for detail may attempt to appraise the target [Item] (such as a piece of treasure, armor, weapon or equipment) to determine an accurate value of it's worth.

If Successful:	If Failed:
The character receives an accurate estimation for the value of the target object.	The character receives false information or no information.

Balance

TIME:	1 Standard Action
TEST RESULT:	👁 Known
REPEATABLE:	♻ Yes

"Balance" is the ability to stay centered and not fall from a narrow ledge or walkway. It is a character's ability to keep their equilibrium even on unsteady terrain.

If Successful:	If Failed:
The character maintains their balance and does not fall.	The character falls to the ground or off a ledge (see page XYZ for falling rules).

Barter

TIME:	5 Minutes
TEST RESULT:	👁̸ Unknown
REPEATABLE:	✖ No

"Barter" is the the timeless art of negotiation in an effort to lower the price on an item for sale. This ability can only be done once per merchant per day.

If Successful:	If Failed:
The price of a specific item, weapon, armor etc. is reduced by 10% (rounded down).	The price of a specific item, weapon, armor etc. is increased by 10% (rounded down).

Bureaucracy [Subject]

TIME:	5 Days
TEST RESULT:	👁̸ Unknown
REPEATABLE:	✖ No

"Bureaucracy" is the ability to negotiate with people of a certain organization or individual [Subject] to successfully pull favors, win respect or accomplish tasks. A PC good at bureaucracy is good at negotiating the "red tape" or an organization.

If Successful:	If Failed:
The character achieves a minor favor or task using the power and will of a particular subject.	The subject does not agree to perform a favor or action for the player.

Climb

TIME:	Instant (Free Action)
TEST RESULT:	👁 Known
REPEATABLE:	♻ Yes

"Climb" represents the proficiency in climbing difficult slopes or sheer walls. See **PART 5: THE ADVENTURE** (on page XYZ) for details on climbing. This ability test should be repeated at the beginning of every turn a character is hanging on a wall unsupported. Climbing is treated as moving but on vertical terrain.

If Successful:	If Failed:
The character is able to climb a wall for this turn.	The character falls. See page XYZ for falling.

Craft [Item]

TIME:	See Below
TEST RESULT:	👁̸ Unknown
REPEATABLE:	✖ No

"Craft" represents hands-on expertise at creating something such as:

- Set Trap
- Construct Item

SET TRAP: allows a character to set a trap. Must have a Trap Kit (see page XYZ) to use. Can only be used on an adjacent empty space.

CONSTRUCT ITEM: The character can craft an item such a armor, a weapon or a piece of equipment.

The time required to use this ability depends on the individual items.

If Successful:	If Failed:
The character builds a trap that is only visible to him or her (unless seen through a search ability) or constructs the item.	The trap or item is not built and any trap kits used are destroyed.

Dodge

"Dodge" is a character's ability to jump out of the way of an incoming attack. For each point placed in "Dodge", a character receives a +1 Defense.

Deception

TIME: 1 Full-Turn Action

TEST RESULT: ✎ Unknown

REPEATABLE: ↻ Yes

"Deception" is the dark art of misleading or lying to people. Deception can only be performed on a target NPC (but not player characters). The TN for deception is equal to the NPC's "Sense Deception" ability.

If Successful:	If Failed:
The character successfully deceives a target NPC.	The target NPC is not deceived. GM will perform a reaction test for the NPC.

Engineer

TIME: See Below

TEST RESULT: ✎ Unknown

REPEATABLE: ✖ No

"Engineer" is a broad set of abilities encompassing several smaller engineering feats:

- Enable/Disable Device
- Operate Machine

ENABLE/DISABLE DEVICE: A character may attempt to arm or disarm a trap or enable or disable a mechanical device.

OPERATE MACHINE: A character may attempt to use or hack into a device or machine such as a computer or starship station (see page XYZ for information on stations).

The time required to use this ability depends on the individual items.

If Successful:	If Failed:
The character successfully disables or alters a device.	The device or trap is triggered, or is not disabled. REFLEX SAVE: if failed, the device breaks.

Escape

TIME: 1 Round (10 Minutes)

TEST RESULT: 👁 Known

REPEATABLE: ↻ Yes

"Escape" represents a character's ability to free themselves from restraints such as cuffs or shackles. It also entails breaking free of prison or jail cells.

If Successful:	If Failed:
The character successfully escapes their bonds.	The character does not escape. REFLEX SAVE: if failed, the character has broken the device or is stuck in place.

Etiquette [Culture]

TIME: 1 Standard Action

TEST RESULT: ✎ Unknown

REPEATABLE: ↻ Yes

"Etiquette" involves understanding and performing the finer points of respect (through words and action) as viewed by a particular [Culture] or society.

The time required to use this ability depends on the type of etiquette being performed.

If Successful:	If Failed:
The GM should make a reaction roll with a number of +1 modifiers equal to the number of points over the TN needed to succeed at the etiquette ability to determine the response from the patrons of that [culture].	The GM should make a reaction roll with a number of -1 modifiers equal to the number of points under the TN needed to succeed at the etiquette ability to determine the response from the patrons of that [culture].

Force Open

TIME: 1 Minute

TEST RESULT: ◉ Known

REPEATABLE: ⟳ Yes

"Force open" is a character's ability to bend bars, lift gates or bash open an item such as a door, chest or lock.

If Successful:	If Failed:
The adventurer successfully forces a stuck or locked door or object open.	The object does not open. REFLEX SAVE: If failed, the door is permanently broken in a locked or stuck state–or– the contents inside are destroyed or damaged.

Forgery

TIME: See Below

TEST RESULT: ⊘ Unknown

REPEATABLE: ✖ No

"Forgery" is the art and science of crafting a fake or counterfeit article to pass off as the real thing. Because of it's intricate work, it requires an eye for detail.

The time required to use this ability depends on what is being counterfeited.

If Successful:	If Failed:
The player character creates a fake item that will be accepted as genuine from any character with a perception equal to or less than the forgery number rolled by the PC.	The item looks suspect by anyone who gives it more than a passing glance.

Gamble

TIME: 1 Minute

TEST RESULT: ⊘ Unknown

REPEATABLE: ⟳ Yes

An adventurer who is good at gambling can become wealthy indeed! When gambling by playing a game of Aular (see page XYZ for rules on aular); players will receive a number of positive or negative modifiers equal to the number of points they succeeded or failed the gambling target number. Those modifiers are used to either help or hinder a gamblers outcome by apply-

ing the results to the dice rolled. FOR EXAMPLE, if a character failed their gambling ability test by -2, any winning dice could be changed by the GM by up to two places (for all dice rolled).

For all other gambling games, treat as a normal ability test.

If Successful:	If Failed:
The character succeeds at gambling–or if playing aular–receives that many +/- 1's applicable to the dice rolled in the PC's favor.	The character fails at gambling–or if playing aular–receives that many +/- 1's applicable to the dice rolled NOT in the PC's favor.

Hide

TIME: 1 Standard Action

TEST RESULT: ⊘ Unknown

REPEATABLE: ✖ No

"Hide" is the ability to blend into a background or hide in a dark corner. A character must not be adjacent to an enemy when making a hide test. If an enemy moves adjacent to a hiding character, the character must succeed at a new hide ability test vs the enemy's perception, or immediately become noticed.

If a hiding character attacks or moves to another space, they immediately become noticed by anyone within line of sight (see page XYZ).

If Successful:	If Failed:
The character hides well enough to be unnoticed by any NPC with a perception equal to or less than the hide number rolled by the character.	The character is noticeable by anyone within line of sight.

Intimidate

TIME: 1 Full-Turn Action

TEST RESULT: ⊘ Unknown

REPEATABLE: ⟳ Yes

"Intimidate" is the ability to scare off or intimidate an enemy. When performing an intimidate ability test, a character is using their physical looks, posture, war cry or other faculties to persuade one or more NPCs to flee in fear.

For rules purposes, a character can yell a maximum number of spaces equal to 10 x SP (stamina points). For individual words to be understood, only ½ the distance (in spaces) is allowed.

If Successful:	If Failed:
Any enemies within line of sight and ear shot of the character must make a morale check.	No enemies are intimidated.

Investigate

TIME:	10 Days
TEST RESULT:	✌ Unknown
REPEATABLE:	♺ Yes

To "investigate" something means for a PC or NPC to spend several days talking with other people, looking up relevant documents and following leads that may reveal the truth about a particular topic.

If Successful:	If Failed:
The game master reveals to the character a helpful hint or clue regarding the investigated topic.	The character receives false information or no information.

Jump

TIME:	1 Standard Action
TEST RESULT:	👁 Known
REPEATABLE:	♺ Yes

"Jump" is the ability to leap great distances such as across pits or over obstacles.

At the GM's discretion, the optional encumbrance rules (page XYZ) affect a character's jump distance. See page XYZ for additional rules about jumping.

If Successful:	If Failed:
The character makes a successful jump.	The character falls prone onto a space they were attempting to jump over or above.

Knowledge [Topic]

TIME:	1 Minute
TEST RESULT:	✌ Unknown
REPEATABLE:	✖ No

"Knowledge" is the ability to recall from memory details about a particular [Topic] or subject. Common knowledge topics are related to a:

- Character

- Area

- Object

Players who are looking to learn more information about a particular topic should test to determine if their PC possesses helpful knowledge about the subject.

If Successful:	If Failed:
The GM provides the player with a helpful hint, insight or clue about the [Topic].	The character receives false information or no information.

Language [Culture]

TIME:	Instant (Free Action)
TEST RESULT:	✌ Unknown
REPEATABLE:	✖ No

There are many languages spoken by characters, depending on their race or species and [Culture]. There is also a "common" language shared by most characters throughout the world and galaxy.

A character must have at least 1 point in the specific language they heard or read before attempting this ability test.

For details concerning languages, see page XYZ. Note that guild languages do not need to be tested and are automatically understood by any character who would possess the appropriate knowledge.

If Successful:	If Failed:
The player understands the written or spoken language.	The character receives false information or no information about what was said or read.

Leadership

TIME:	Instant (Free Action)
TEST RESULT:	✍ Unknown
REPEATABLE:	✘ No

"Leadership" is the natural ability to raise the spirits and morale of those around you. With a high leadership, an adventurer can convince a retainer to remain loyal to them and their cause.

If Successful:	If Failed:
Target retainer hired by the character or target animal handled by the character succeeds at their morale test.	Target retainer hired by the character or target animal handled by the character fails at their morale test.

Lock Pick

TIME:	1 Round (10 Minutes)
TEST RESULT:	✍ Unknown
REPEATABLE:	♻ Yes

"Lock pick" represents the proficiency in manipulating pins and tumblers to open a lock without a key.

If Successful:	If Failed:
The lock being picked opens.	The lock being picked does not unlock. REFLEX SAVE: If failed, the lock breaks and is permanently stuck shut. It can never be successfully picked.

Lore [Category]

TIME:	1 Minute
TEST RESULT:	✍ Unknown
REPEATABLE:	✘ No

"Lore" is the amount of knowledge a character possesses about a broad [Category] or subject. Unlike a knowledge ability test, lore pertains to general fields of study and the overarching characteristics of the category being investigated.

Common lore topics include:

- Engineering
- Geography
- History
- Cosmos / Planes

- Nature / Science
- Animals / Aliens
- Culture
- Religion

If Successful:	If Failed:
The GM provides the player with a helpful hint, insight or clue about the [Category].	The character receives false information or no information.

Listen

TIME:	1 Full-Turn Action
TEST RESULT:	✍ Unknown
REPEATABLE:	♻ Yes

"Listen" is the ability to hear distant or quiet noises. Characters may listen intently near closed doors or long hallways for approaching enemies or other hushed activities.

See page XYZ for additional rules about listening.

Characters cannot attempt to listen during a noisy event such as battle.

If Successful:	If Failed:
The character hears any noises within range that can be heard from their location.	The character hears misleading sounds or no sound at all.

Medicine

TIME:	1 Round (10 Minutes)
TEST RESULT:	👁 Known
REPEATABLE:	✘ No

"Medicine" is the practice of healing and nurturing. A character who practices medicine can remove adverse conditions or cure certain poisons.

If Successful:	If Failed:
The character removes 1 condition counter–or– removes 1 poison counter.	The character is unable to help a PC or NPC. WILL SAVE: If failed, the targeted character suffers -1♥.

Melee [Weapon]

"Melee" is a character's proficiency with non-ranged weapons fighting. A specific [Weapon] type must be chosen for each +/-1 modifier. Once chosen, the modifiers cannot be changed and only apply when that weapon type is being used.

For each point placed in "Melee", a character receives a +1 Attack when using the weapon-type chosen.

Navigate [Area]

TIME: 5 Minutes

TEST RESULT: ⬙ Unknown

REPEATABLE: ✖ No

A character's ability to navigate a certain [Area] can prove invaluable. Common area types include:

• Underground / Building
• City / Urban
• Sea / Underwater
• Overland (see page XYZ)
• Outer-Space (see page XYZ)

Character's who fail to navigate properly can become lost. See page XYZ for additional navigation rules.

If Successful:	If Failed:
The character correctly navigates the given area for 8 hours.	The character becomes lost (see page XYZ).

Perform [Art]

TIME: See Below

TEST RESULT: ⬙ Unknown

REPEATABLE: ✖ No

"Perform" is the ability to entertain guests and engage in a delightful (and often visually appealing) activity for the benefit of others.

Common performance [Art]s include:

• Singing	• Acting
• Instrument Playing	• Dancing
• Jester / Comedy	• Magic Trick
• Natural Talent	• Prostitution

Other art-related activities such as painting or sculpting should be attempted with a craft ability test. The time required to use this ability depends on which art is being performed.

If Successful:	If Failed:
The performing character receives +3 charisma for 1 hour.	The performing character suffers -3 charisma for 1 hour.

Persuade

TIME: 5 Minutes

TEST RESULT: ⬙ Unknown

REPEATABLE: ✖ No

"Persuade" is the art of convincing, encouraging or enticing an NPC to carry out your bidding. No character will engage in an activity that puts themselves or their allies in direct danger.

See page XYZ for rules on retainers, loyalty points and morale tests.

If Successful:	If Failed:
The NPC is convinced, and will help the persuading character.	The NPC is not convinced. Suffer -1 negative loyalty point. WILL SAVE: if failed, the NPC makes a reaction roll.

Pilot [Transport]

TIME: 1 Full-Turn Action

TEST RESULT: ◉ Known

REPEATABLE: ⟳ Yes

"Pilot" is the skill-set of operating a [Transport] such as a wagon, hover car or starship bridge or cockpit.

See page XYZ for details about transports.

If Successful:	If Failed:
The piloting character is able to operate the transport normally.	The piloting character is unable to accelerate, slow down or steer the transport this turn.

Ranged [Weapon]

"Range" is a character's proficiency with ranged weapons fighting. A specific [Weapon] type must be chosen for each +/-1 modifier. Once chosen, the modifiers cannot be changed and only apply when that weapon type is being used.

For each point placed in "Range", a character receives a +1 Attack when using the weapon-type chosen.

Repair [Device]

TIME: See Below

TEST RESULT: ⬙ Unknown

REPEATABLE: ✖ No

"Repair" is the mechanical prowess to repair or improve upon a broken or worn-out [Device] or machine such as a laser pistol, plate armor or spaceship.

See page XYZ for details concerning the optional rules about equipment damage and damage counters.

If Successful:	If Failed:
The device is repaired. Remove 1 damage counter.	The device is not repaired. The equipment suffers 1 damage counter.

Search

TIME: 1 Minute Per Space

TEST RESULT: ✍ Unknown

REPEATABLE: ♺ Yes

"Search" is the ability to visually notice things of interest or importance. It is used to search for hidden doors, hiding characters (see "hide" on page XYZ), traps or search an area for concealed treasure.

See page XYZ for details about searching.

If Successful:	If Failed:
The searching character finds any secret doors, hidden characters, traps or concealed treasure that is within range.	The character does not spot anything hidden. REFLEX SAVE: If failed, any traps within range are triggered.

Sense Danger

"Sense Danger" is a character's sub-conscious knowing when something bad is about to or could happen.

For each point placed in "Sense Danger", a character receives a +1 Reflex Save.

Sense Deception

TIME: 1 Minute

TEST RESULT: ✍ Unknown

REPEATABLE: ✖ No

"Sense Deception" pertains to a character seeing through lies or forgery.

Characters can use this ability to counter an NPC's "deception" or "forgery" abilities or to determine if an NPC is withholding important information at the player's expense. Player character's cannot use this ability on other PCs.

If Successful:	If Failed:
The GM provides the player with helpful insight or clues about the motives of the NPC.	The character receives false information or no information.

Sex Appeal

TIME: Instant (Free Action)

TEST RESULT: ✍ Unknown

REPEATABLE: ✖ No

"Sex Appeal" is the ability to garner respect, attraction and admiration from any NPC that would normally be attracted towards the performing adventurer.

If Successful:	If Failed:
The PC gains a +3 charisma towards any attracted NPC within line of sight for 1 hour.	The PC suffers -3 charisma towards any attracted NPC within line of sight for 1 hour.

Sleight of Hand

TIME: 1 Full-Turn Action

TEST RESULT: ✍ Unknown

REPEATABLE: ♺ Yes

"Sleight of Hand" is the subtle art of fine manipulation using one's hand such as reaching into an unsuspecting victim's pocket and stealing something from them without their knowledge.

For rules purposes, a character is considered able to secretly steal an item up to a maximum weight equal to ½ their sleight of hand number (minimum ½ weight). FOR EXAMPLE, a character with a sleight of hand 4 can steal an item of weight 2 or less.

The target number for this ability is vs the character's perception number.

If Successful:	If Failed:
The character successfully uses their sleight of hand unnoticed.	The character is unable to steal an item. REFLEX SAVE: If failed, the character is noticed using their sleight of hand. The noticing PC or NPC may make a surprise attack.

Sneak

TIME: 2x Movement Point Cost

TEST RESULT: ✍ Unknown

REPEATABLE: ♺ Yes

"Sneak" is the skill of remaining unseen and unheard by enemies while moving stealthily. Sneaking follows all the normal rules about movement (see page XYZ) except the movement point costs are double their normal rate.

A character who begins sneaking while within line of

sight of another character will immediately be noticed by the PC or NPC that is within LOS.

Once a sneaking character enters a space within line of sight of a character, they must make a sneak ability test vs that character's perception. This may mean a sneaking character is noticed by some characters but not others. Every turn a character is sneaking and within line of sight of a character, they must make a new sneak test at the start of their turn.

If a character attacks while sneaking, they will immediately stop sneaking and becomes noticed by any characters within line of sight. See page XYZ for details on sneak attacks.

If Successful:	If Failed:
The character sneaks well enough to be unnoticed by any NPC with a perception equal to or less than the sneak number rolled by the character.	The character is noticed by the perceptive character.

Steadfast

"Steadfast" is a character's natural "toughness" and resiliency from ill effects and ailments.

For each point placed in "Steadfast", a character receives +1 Fortitude Save.

Survival [Area]

TIME: 4 Hours

TEST RESULT: ☉ Known

REPEATABLE: ♻ Yes

"Survival" is the ability to procure shelter, fire, food and drink in an otherwise inhospitable or untamed location. Survival differs greatly depending on the [Area] a character attempts to stay alive in.

See page XYZ for details on finding wild foods. Common areas include:

- Ocean / Sea
- River / Lake
- Swamp / Marsh
- Jungle / Rain forest
- Forest
- Plains / Grassland
- Desert / Wasteland
- Canyon / Cliffs
- Hill
- Mountain
- Snow
- Glacier / Ice

At the GM's discretion, the optional weather rules on page XYZ can affect the chances of surviving.

If Successful:	If Failed:
The character built a shelter, fire or found a number of morsels (see page XYZ) equal to the number of points over the target number needed to succeed.	The character did not built a shelter, fire or find anything of importance.

Swim

TIME: Instant (Free Action)

TEST RESULT: ☉ Known

REPEATABLE: ✘ No

"Swim" is the ability to stay afloat or move through water or similar liquids.

See **PART 5: THE ADVENTURE** (on page XYZ) for details on swimming. This ability test should be repeated at the beginning of every turn a character is in water of a depth equal to or greater than their own height.

If Successful:	If Failed:
The character is able to move through the water terrain until end of turn.	The character's head slips under the water. See page XYZ for details about holding breath and swimming.

Taunt

TIME: 1 Full-Turn Action

TEST RESULT: ⌀ Unknown

REPEATABLE: ✘ No

"Taunt" is act in trying to aggravate an enemy into attacking you. Characters may perform this ability in hopes of drawing unwanted attention away from their allies.

For rules purposes, a character can taunt an NPC that is within line of sight (see page XYZ) and a distance (in spaces) equal to the taunting player's taunt number or less.

If Successful:	If Failed:
Any attacking enemies within LOS and range of the taunting character must make a WILL SAVE: If failed, they attack the character for 1 minute.	The character does not successfully taunt any NPC.

Teach

TIME:	See Below
TEST RESULT:	👁 Known
REPEATABLE:	♻ Yes

"Teach" is a character's ability to pass along knowledge to fellow PC's or NPCs. See page XYZ for additional information about teaching.

If Successful:	If Failed:
The character successfully teaches his student (roll to see if the student understood the lesson).	The teacher fails to pass on his or her lesson to the student character.

Throwing [Item]

TIME:	Instant (Free Action)
TEST RESULT:	👁 Known
REPEATABLE:	✖ No

"Throwing" is the act of tossing an [Item], object or weapon.

See page XYZ for details about throwing. **PART 6: COMBAT & ENCOUNTERS** discusses combat with ranged weapons.

If Successful:	If Failed:
The character hit's their target space with the thrown [item].	The [item] misses it's target.

Archetypes & Talents

> Randomly choose one Talent from one of the five archetypes of your choice.

NEW PLAYERS SHOULD SKIP THIS STEP! This step should only be followed if you're creating a character that is level 1 or higher, or your character has recently reached level 1 or higher. If this is your first time creating a character, then you will want to skip to the "Attack & Defense" section on page XYZ. For more information on why characters level 1 or higher use this step, see page XYZ for details on gaining a new level.

The fourth step to creating a character is choosing an archetype that sounds interesting and fun to play.

There are five archetypes to choose from in the OPEN ADVENTURE game:

1. Combat
2. Subterfuge
3. Magic
4. Heal
5. Social

An **Archetype** is a model or class of characters that fit a certain style of play. FOR EXAMPLE, if you wanted your character to be a strong, courageous fighter who wielded a spear or laser sword, you might be interested in the Combat archetype.

Archetypes

Archetype	Focus
Combat	Melee Combat
Subterfuge	Ranged Combat
Magic	Spells / Psionics
Heal	Healing & Support
Social	Fortune & Social

When choosing an archetype, you are actually choosing a random **Talent** from that archetype. A talent is a helpful or powerful ability that your character will get to use through out the OPEN ADVENTURE game. Once you have chosen an archetype talent, it will stay with your character for the remainder of the game.

Each time your character achieves a new level, choose one random talent to add to your character's record sheet.

The names of the archetypes are different depending on whether you're playing fantasy game or science-fiction game, but the rules are the same.

To randomly select a talent from one of the archetypes, roll 2d6. If the white die rolls a 4-6, add +6 to the black die roll. Read only the black die roll when consulting the archetype talent tables. Alternatively, you can roll 1d12 for the same effect (if you have a 12-sided die available). If the talent chosen has already been chosen by the same character, roll again for new results.

Combat

Combat represents individual soldiers, mercenaries, bounty hunters or various types of combatants. They believe no problem can't be solved with their melee weapon and choose strength as their highest primary trait. Warriors and veterans are usually very athletic, courageous in battle and are willing to stand toe-to-toe with any enemy that bars their way.

Combat Talents

Roll d12	Talent
1	LEADER – You and all allies up to 3 spaces away gain +1 Attack
2	BLOODLUST – Recover 1⚡ each time you deal the killing blow to an enemy (the enemy must remain dead)
3	TOUGH – You begin the game with +1 Defense
4	UNMOVABLE – You may ignore all Knockback effects
5	FONT GUARD – ⚡: When you attack only once this turn, you may attack twice instead
6	LONG ARMS – You have Reach 1
7	TOUGH AS NAILS – You gain +2 Fortitude
8	OVERRUN – When running in a straight line for at least 4 spaces, you may make a free melee attack
9	MARTIAL ARTIST – ⚡ ➔: You gain +2 Defense vs melee attacks
10	JUGGERNAUT – 2⚡: You gain Knockback 1 until end of turn
11	CHAMPION – At the start of the game choose melee or ranged: You gain +2★ when attacking with a weapon based off that type
12	CLEAVE – ⚡: Each time you kill an enemy with a melee weapon you may make a free attack with the same weapon

⚡ = Stamina Points, ➔ = Activate, ★ = Power Points

Subterfuge Talents

Roll d12	Talent
1	BURGLAR – Opening & closing doors is a Free Action instead of a Standard Action
2	DUCK & COVER – ⚡ ➔: You gain +2 Defense vs ranged attacks
3	NIMBLE FOOTED – Movement through moderate terrain costs 1 Movement Point instead of 2
4	DANGER SENSE – You may make a free attack at any point during the GM's turn
5	UNSEEN – 2⚡: You gain +2 Defense until end of turn
6	ACROBAT – You may ignore all enemies and obstacles when moving. You must end your turn on an empty space
7	SURPRISE ATTACK – 2⚡: Target adjacent enemy suffers 1 Stun Counter
8	QUICK FOOTED – ➔: You receive +2 Movement Points
9	SUREFIRE – You ignore allies when determining Line of Sight (LOS) for ranged attacks
10	STEADY HAND – ⚡: Your ranged attack becomes an Aimed Attack
11	FAR KILL – You gain +2 Damage when attacking an enemy at least 3 spaces away
12	JACK OF ALL TRADES – ⚡: You may re-roll an Ability Test

⚡ = Stamina Points, ➔ = Activate

Subterfuge

Subterfuge represents individuals who prefer to work in the shadows where they remain unseen. Their weapon of choice is one of range, preferring a safe distance from their adversaries. They are often up to something nefarious or illegal whether it be to pickpocket an unsuspecting victim or smuggling illegal goods off a planet.

Few locks stand in the way of these mysterious type, always wanting to gain entry to places denied to them. When needed, thieves and scofflaws will employ the sinister art of trap making. Because of their expert experience in such matters, they are also good at disarming traps. In the unfortunate event a trap is missed, or not properly disarmed, thieves & scofflaws are good at making reflex saves.

Magic

Perhaps the most misunderstood and least known of all the archetypes. Magicians and psionicists harness mysterious, arcane powers they pull from the ether. These magic and paranormal wielders employ occult powers that only they truly understand.

When used right, these awe-inspiring spells can change the tide of battle. Magicians and psionicists are often much smarter than their fellow brethren thanks to years of disciplined study and mastery in their art. Their minds are centered and focused making them exceptional at will saves.

Magic Talents

Roll d12	Talent
1	ESSENCE TRANSFER – ♥: You gain +1 Damage
2	ANTIMANA – You gain +2 Save vs magic
3	SURGE – ⚡: You gain +1★
4	UNBURDENED – If you do not have any Armor equipped, each of your attacks gain +1★
5	BEND REALITY – ♥: You may make a re-roll
6	DISPEL – ⚡: Target enemy attacking you receives -1★
7	REGENERATE – At the start of your turn gain +1⚡
8	LATENT POWER – Each time you attack but do not receive any ★, you gain +1★
9	TELEPORT – 2⚡: Move your character to an empty space adjacent to target ally
10	LETHARGY – Enemies must spend +1 Movement Point to enter an empty space adjacent to your character
11	CLAIRVOYANCE – Characters and barrier-type spaces do not block Line of Sight. Doors still block LOS
12	CONCENTRATION – Cast a Spell, ➔: If you are at maximum Health, gain +2 Mana or Psi of any type until end of turn

⚡ = Stamina Points, ➔ = Activate
★ = Power Points, ♥ = Health Points

Heal Talents

Roll d12	Talent
1	FAST RECOVERY – At the start of your turn you gain +1⚡
2	FAST HEAL – ⚡: Gain +1♥ 1♥: Gain +1⚡
3	NINE LIVES – You start the game with +3♥
4	SCOUT – ➔ :You gain +3 Movement Points
5	TACTICIAN – 3⚡: Target character can Aim, Dodge or make a delayed action (your choice) as a Free Action
6	PREPARED – 3⚡: You may force the Game Master to re-roll any dice he or she controls
7	HEALER – Medicine Ability Test, ➔: If successful, target adjacent character gains +1♥
8	MARTYR – ➔: If target character receives damage this turn, you receive it instead
9	IMMUNITY – When you Rest, you may discard 1 Condition from yourself
10	CURE ALL – 2⚡, X★: All allies within 3 Spaces of your character gain +X♥ for each ★ spent on this talent this turn
11	INTERCEPTION – ⚡: Target enemy loses -1★
12	PANACEA – Knowledge Ability Test, ➔: If successful, discard 1 Condition from yourself or an adjacent ally

⚡ = Stamina Points, ➔ = Activate
★ = Power Points, ♥ = Health Points

Heal

Dedicating their lives to helping others, clerics & medics seek to right the wrongs of the world, oppose evil and help those in need.

These friendly types are always willing to lend a hand, heal the sick or injured, and support the team in less conventional means.

In combat they attempt to divide and conquer the enemy rather than face it head-on. After the fray has ended they are the first to mend the wounds of the fallen.

Social

Resourceful individuals, socialites come from many walks of life but all share a delight, and affinity, for talking their way out of trouble or bettering their predicament.

While many socialites are honest tradesmen, merchants, ambassadors or diplomats, many other use their trusting nature to con or swindle others.

How Talents Are Used

Talents can be thought of as skills characters have learned or developed over time and become proficient at doing. Talents are divided into three parts:

1. Name
2. Cost (optional)
3. Effect

Certain talents require a "cost" to be paid before the talent can be used. The cost of a talent is anything left of the colon (":"). FOR EXAMPLE, the "steady hand" talent requires 1 stamina point to be spent before the effects can resolve. If the price cannot be paid, then the talent cannot be used. The cost of a talent is often denoted by a number and symbol (such as "2⚡").

Social Talents

Roll d12	Talent
1	LADY LUCK – ↱: You may re-roll one or more dice you rolled this turn (you must keep the new roll)
2	IRON WILL – You gain +2 Will All retainers hired by you gain +2 Loyalty Points
3	FAST LEARNER – You gain 10% more XP than normal
4	EDUCATED – You start with +2 Ability Points
5	SEX APPEAL – You gain +4 Charisma vs characters who are attracted to you
6	SILVER TONGUE – You gain +4 Barter
7	RANK & STATUS – You gain +2 to all rolls vs a culture or guild of your choice (the culture or guild must be chosen immediately and cannot be changed)
8	WEALTH – You gain either 10 gc immediately or 3d6 sc per month (your choice); once chosen this talent cannot be changed
9	WRESTLER – You gain +2 Attack or +2 Defense vs Unarmed combat (your choice)
10	DAUNTING – You gain +2 Intimidate You gain +2 vs Reaction tests
11	MULTILINGUAL – You gain +5 Language
12	CRAFTY – You gain +4 to Hide & Smuggle

↱ = Activate

The number represents how many of the symbols must be spent. The symbols represent a trait, ability test, save, etc.

Some talent costs are not denoted by symbols but instead are listed as text. FOR EXAMPLE, the Panacea talent lists "Knowledge Ability Test, ↱" as it's cost. This means a knowledge ability test must be performed (and succeed) before the talent can be used.

If the ability test were to fail, the talent could not be used and none of the costs would be paid.

↱ Ability Activation

Some talents, magic, items etc. have abilities that must first be activated before they can be used. Abilities that must be activated will have the "↱" symbol before it. To activate an ability, the player or GM must declare they are activating the ability then note the effect as activated.

An ability that has been activated can only be used once per turn. At the start of the player or GM's next turn, all activated abilities are deactivated and are usable again.

Attack & Defense

The fifth step to creating a PC is finding their attack and defense numbers. These values are used often in combat, which is discussed in further detail in **PART 6: COMBAT & ENCOUNTERS**.

Attack

"Attack" is a representation of how well a PC can use a weapon competently during combat or while attacking something. Attack is also a measure of how well a weapon the PC is wielding performs under combat.

Character's with a high strength trait are skilled melee fighters because of their physical ability to bash, pierce and slash their way in battle. PC's who have a high perception trait are gifted at ranged combat because of their increased eye-hand coordination and exceptional accuracy in hitting the weak points of their target.

Likewise, a quality weapon, will have a high **Damage** number (see page XYZ for details on weapons). These two numbers, a PC's strength or perception and a weapon's damage, are added together to find a character's **Attack** value. FOR EXAMPLE, a character with a perception of 6 attacking with a combat rifle of 3 damage has a total attack of 9 (6 + 3 = 9).

Some weapons have a damage of 0. This simply means the quality of the weapon is poor; not that no damage is inflicted. The same process as described above still occurs:

1. Find the PC's strength / perception number
2. Find the weapon's damage number
3. Add the two numbers together

In this case, since the weapon damage is 0, only the character's strength or perception, whether it's a melee or ranged attack, respectively, would be considered during combat. Likewise if a weapon had a damage of a negative number (such as -2, or -3), the weapon's damage would be subtracted from the strength or perception of the PC.

Character's who wield dual weapons, or switch from one weapon to another, will often have different attack values for each weapon since the damage rating of weapons are often different. Dual-wielding characters do not receive an additional attack because of the second weapon.

Once your character has purchased a weapon, add it's damage to your PC's strength (if a melee weapon) or perception (if a ranged weapon) and write down the attack number on a sheet of paper or character record

sheet (see page XYZ). FOR EXAMPLE, a character with a strength of 7 wielding a melee weapon with a damage of 2 would have an attack of 9 (7 + 2 = 9).

Defense

"Defense" is calculated in the same way attack is except instead of strength or perception, a character's ability to dodge an incoming attack uses their dexterity trait number. And instead of a PC's weapon damage, their armor's **Toughness** number is added to their dexterity to find their **Defense** value. FOR EXAMPLE, a character with a dexterity of 5 and armor of 2 block has a defense of 7 (5 + 2 = 7). A character using a ranged weapon with 4 damage would combine it with their perception of 5 for an attack of 9 (5 + 4 = 9).

Additional Character Information

The final step to creating a PIC is fill in an assortment of miscellaneous information. You may have given this some thought all throughout the character creation process, but now it's time to give your PC a race, name, personality and background.

Choose a Race

Fantasy and science-fiction worlds are full of creatures and species ranging from the mundane to the fantastic.

In the OPEN ADVENTURE game, you have the option to choose whichever race you want from the list below, depending on which sounds most fun. The different races have no in-game effects other than their size (see page XYZ for rules regarding character size), but are instead there purely for cinematic and flavor purposes. With permission from your GM, you may create your own race or play one not listed. You don't have to know all the personalty traits of a race to begin playing one; if in doubt, make it up!

The races provided above are different if playing a medieval fantasy game rather than a science-fiction game. However, if you wanted to share the races between genres, ask your GM if it is appropriate.

HUMAN: (Medium/Average) Most OA characters will be humans. Humans are the most wide-spread of all the races. The human traits of curiosity, resourcefulness and unyielding courage have helped them to adapt, survive and prosper in every world they have explored.

Common Races & Species

Fantasy Races	Science-fiction Species
Elf	Android
Dwarf	Changling
Felidae	Dushraki
Gnome	Genetic Clone
Human	Human
Kitsune	Klangon
Lizardfolk	Mutant
Minotaur	Reptoid
Ogre	Vultan
Troll	V'Ruari

Fantasy Races

ELF: (Medium/Slim) Elves are graceful, slender demi-humans with delicate features and pointy ears. They can be dangerous opponents, able to fight with any weapon, melee or ranged, and use magic spells as well, but prefer to spend their time feasting and frolicking in wooded glades. They rarely visit cities of men. Elves are fascinated by magic and never grow weary of collecting spells or magic items. Elves love beautifully crafted items.

DWARF: (Small/Stout) Dwarves are short, stocky demi-humans with long, respectable beards and heavy stout bodies. Their skin is earthen tone and their hair black, gray or dark brown. Stubborn but practical dwarves love grand feasts and strong ale. They admire craftsmanship, and are fond of gold and stonework. Dwarves are dependable fighters and are sturdy against magical influences.

FELIDAE: (Medium/Average) Felidaens are several sub-races of feline demi-humans. They are large bipedal humanoids with a feline head, claws, fur and tail. The colors and markings of their fur can vary greatly from one of a tiger, lion or leopard. Felidaens are very tribal, keeping few records of their past. They share a tight bond with one another and are extremely loyal to their kin. Their focus and courage in battle are known in far away lands.

GNOME: (Small/Average) Gnomes are small, wiry tinkerers who live underground. Their skin color ranges from dark tan and woody brown. Their hair is fair and eyes often varying shades of blue. They are great mechanics and inventors, and are known for their knowledge and eccentric behaviors. Most gnomes wear plain clothing but admire intricate stitching and fine jewelry.

KITSUNE: (Medium/Slim) Kitsunes, also known as foxfolk, are demi-humans with the body of a man and

the head, claws, fur and tail of a fox. Kitsune have a love for trickery and deception. They delight in the arts, especially riddles and storytelling. Foxfolk live in ancestral clans, sharing wisdom passed down from one generation to the next. Their quick wits and nimbleness have gotten them out of many troubles before.

LIZARDFOLK: (Medium/Average) Lizardfolk are water-dwelling humanoids with the body of a man and the head, claws, scaly hide and tails of a lizard or serpent. Lizardmen make large tribal nests in swamps, rivers and along seacoasts. Lizardfolk live in small tribes and care little for affairs of men or demi-humans. Most are a drab green or brown color, while others can be dramatically colorful: bright reds, yellow, blues and greens, like some other reptiles and serpents.

MINOTAUR: (Medium/Stout) Minotaurs are muscular nomadic creatures with the body of a man and the head of a bull. They prefer to live underground in labyrinths or in wide open plains or steppes. They live a primitive, tribal existence but have a complex culture surrounding their courage and prowess in battle. Minotaurs are fierce opponents due to their brawn, horned heads and hot temperament.

OGRE: (Large/Stout) Ogres are large, brutish humanoids that appear lazy and fat but are in fact incredibly strong. Their skin color ranges from dull brown yellow to red, deep blues and even ashen black. Some ogres have two heads, one eye, or a single horn. Their clothing consists of crudely crafted furs and hides which add to their naturally repellent odor. Their culture consists mostly of war, violence and feats of strength. They have a disdain for humans. Ogres are said to have descended from giants.

TROLL: (Large/Slim) Trolls are a diverse sapient race that can be found in nearly any corner of the world. They walk upright but hunched forward with sagging shoulders. Trolls can be staggeringly tall, lanky, and muscular with rubbery blue, green and mottled gray hides. Many trolls hold no loyalty other than to their tribe. Their long arms, strong legs and quick reflexes make them adept hunters.

Science-fiction Species

ANDROID: (Medium/Stout) Androids are machine robots made to resemble the anatomical likeness of a humanoid. Most, but not all, have two legs, two arms, a head and torso. Androids can speak, see and think like humans due to their likeness. Androids are manufactured for many different purposes from industrial fabrication to warfare. While most androids are looked upon in most societies as inferior to a biological being, in some areas androids have rebelled against their makers and created a collective band of machine men.

CHANGLING: (Medium/Average) An alien species who's origin is a mystery. These often mis-understood species' natural state of being is of a liquid form. They can, however, mimic the shape of other species, albeit not very well. The details of their shapeshift is never exact and can make a changeling stand out under scrutiny. The size of their shape is never larger or smaller then 1 space in volume. Changlings try to remain impartial in political affairs as not to damage relations with other species. Because of this, they have no natural enemies and are looked up to by other races.

DUSHRAKI: (Small/Slim) Dushraki are a small-sized insectoid alien species with the resemblance of a upright walking cricket. They have large albeit flightless wings affixed to their back. Their exoskeleton is often drab green or bright yellow. Dushraki care little for war, instead engaging in art, music and other forms of pleasure and entertainment. Dushraki are extremely intelligent and great inventors. Their culture is varied, made of the best technology from many other space-faring societies that they've collected over the generations through trade and commerce. Dushraki are hard industrious workers and loyal allies. Their honesty is renown throughout the galaxy.

GENETIC CLONE: (Medium/Stout) These creatures were designed and created in a laboratory as super soldiers to fight far off wars for a dystopian empire. Genetic clones have impeccable bodies for battle: large muscles, swift, nimble movements and the ability to endure great hardships. While most clones live and die fighting wars, some have rebelled or defected to escape their fate. Without a home world, culture or history of their own, they wander the expanse of space taking on various jobs for galactic credits. Some still enjoy the thrill of combat and seek out bounty hunting or mercenary jobs while others have tried to escape their past.

KLANGON: (Large/Stout) Klangons are a vicious humanoid warrior species. The klangons are a proud, tradition-bound people who value honor and combat. The aggressive klangon culture has made them an interstellar military power to be respected and feared. Their fearsome faces and bodies are often adorned with tattoos and scars from battle.

MUTANT: (Medium/Average) Mutants are not a species in of themselves, but the result of another species being exposed to harmful chemicals, radiation or weapons of war. Because mutants take on grotesque and debilitating physical symptoms of their illness, they are considered lesser beings than their healthy counterparts. This has not stopped mutants from fighting back from those who attempt to oppress or segregate them. Some mutants have developed supernatural powers or abilities from their mutations. Many mutants carry on their mutations to their offspring.

REPTOID: (Large/Stout) Reptoids are a pre-historic, scaly, sapient species that just recently acquired super-lunary technology. Reptoids are reptilian creatures with a green skin color, an aggressive nature, and low intelligence. They have a crocodile-like appearance, except for the fact that they are bipedal. They are a nomadic hunter-gather race that prefers to travel the stars looking for worthy prey to track and hunt, both for sustenance and enjoyment.

V'RUARI: (Small/Average) The V'Ruari are a mammalian alien race. Their bodies are typically small in stature with thick russet hair from head to toe. Their face has a quasi-monkey resemblance with glowing yellow eyes and serrated teeth. Because v'ruari cannot breath oxygen well, they are often seen with mechanical respirators to assist in their breathing. V'Ruari are clever scavengers who cannibalize floating space debris and abandoned technology, repair it then resell it to the right buyer for a respectable price.

VULTAN: (Medium/Slim) Vultans are an enlightened species that uses mental discipline and logic to overcome the pitfalls of emotions and undue passions. Their advanced technology compliments and enhances their pursuit for mental mastery. Vultans are tall and slim with broad shoulders and a narrow waist. Their eyes have an uncanny glow. Extending back from the crown of the head, vultans have a bony crest giving their heads a long, sloped look. Although excellent fighters, many vultans prefer to use their technological advancements to win their battles over pure brawn.

Name Your Character

When choosing a name, you should select one that is appropriate to the fantasy or science-fiction world in which your PC will be adventuring in. Ask your GM about the setting of the world he or she will be designing.

If, for example, it was based on a real-world civilization, culture or canon, a name from that time or place would be most appropriate. Also take into account the race or species you have chosen for your character, as each race has a different culture.

Many campaigns use straightforward fantasy and science-fiction elements drawn from numerous sources, yet these campaigns may not be strongly based on any of those sources. In which case, you need only make up a fantasy or futuristic sounding name for your character and ask the GM if it is appropriate sounding for the setting and circumstances. Choose a name carefully. It should be a name you'll like and be proud to use for your PC. You might find yourself playing as your character for years, and don't want to regret the name you gave to him or her.

Personality

Think about how your character speaks, their mannerisms, the way they dress, how they like to spend their money, how they like to spend their non-adventuring time, and so on.

Additionally, consider how your character views the morals of good and evil, right and wrong. Is your character a paragon of virtue, or a pariah of society? How does your character feel about killing (both innocent and guilty NPCS)? Does he or she always follow the rule of law, even if it is considered unjust? Understanding the moral and ethical motivations that drive your character will allow you to better play the personality of your character.

Background

At some point you'll want to think about the background of your character, such as where and when they were born, how they were raised, who their family and friends are, and what they did in their life up to the time they enter the adventure the GM has set up.

RELIGIONS: What religion, if any, does your character adhere too? In fantasy campaigns religious organizations have great influences and can help or hinder an adventurer when they go to towns or meet others of a certain order. In science-fiction campaigns religion may be as diverse as the alien species that inhabit other worlds. Religious orders may span across the stars. Your character does not need to belong to any religious organization, but if they do be sure to think of how they're involved.

GUILDS: Many different factions, gangs, clans and bands have risen and fallen from power over the generations. Is your character a member of one of these guilds? Some of the organizations will be a force of good, while others will hold a more sinister motive. Some guilds will simply exist for the self interest of their members. Think of what influence your character has on one of these guilds, if any.

ROLE: What your character does on a day-to-day basis can be considered his or her profession. Professions, also known as **Roles**, are usually the same as a career, but not always. Your character should carry with them a title that defines their expertise in their role. FOR EXAMPLE, Paladin, Smuggler, or Pirate are titles of a profession.

This should not be considered a solo event but more of a collaborative one. The GM may have some suggestions for your character's background, or even ask you to change some of the details to better fit the campaign.

If you're having troubles thinking up a convincing background, try talking with the other players of the game. Discuss with them to find out what they have come up with for their PCs. You may even suggest

that your character's background intersects with theirs.

This sort of brainstorming helps build comrade and establish connections for an adventuring group and players alike.

Optional Character Information

If you've followed the instructions in this booklet up to this point, your player character is now complete. However, the GM may wish for you to determine some additional information that is considered optional to play OPEN ADVENTURE.

Optional information helps draw out new dimensions of your character and provide helpful information that may be of use later in the game.

Height & Weight

Some players and/or GMs like to give personal weights and heights for their characters based off their race or species, girth, genetics, etc. If so, a player should work with their game master to determine an appropriate height and weight that fits their PC's descriptions and the campaign.

For rules purposes, in OPEN ADVENTURE, lengths are measured in **Spaces** (see page XYZ for details on spaces) with one space usually equaling 1 meter in length. Weights are measured in **Weight** (**WT**) where 1 weight equals 1 kilogram.

Character Heights & Weights

Size	Height	Slim*	Average*	Stout*
Small	1 space	18 wt	20 wt	25 wt
Medium	2 spaces	75 wt	80 wt	105 wt
Large	3 spaces	170 wt	190 wt	240 wt

* Not including weapons, armor, items, etc.

If a character is carrying equipment such as weapons and armor, that weight should be added to the character's overall weight.

Small characters automatically receive +1 defense and +1 reflex due to their small stature and ability to squeeze out of tight places. Large characters automatically suffer a -1 defense and -1 reflex due to their large bodies and lumbering nature. Medium characters receive no such bonuses or penalties.

Known Languages

> Assign a number of +1 ability points to the "language" ability equal to your character's intelligence trait number. These points may be placed in multiple languages, if desired.

Additional Languages

Roll 1d12	Fantasy Languages	Science-fiction Languages
1	Doppleganger	Basilosaurus
2	Dragon	Calamorian
3	Elemental	Ornithoin
4	Fairy	Cosmic Cloud
5	Gargoyle	Crystalline Entity
6	Goblin	Doppleganger
7	Harpy	Extragalactic Jelly
8	Kobold	Floating Brain
9	Medusa	Megalisk
10	Orc	Reaver
11	Pixie	Species 4782
12	Pegasus	Xergling

When PCs wish to speak with NPCs of other races or species, it is often useful to speak several languages. The most widely used and accepted language is known as "common". Common is spoken by most humans, fantasy races and science-fiction species.

However, many NPCs speak their own language, named after their race (for example, klangons speak "klangon"). Any NPC with it's own language has a 33% (2 out of 6) chance of speaking the common language as well.

At the GM's discretion, players may choose for their character to know different or additional languages of varying fluency. Characters may assign a number of additional +1 ability points to the language ability equal to their intelligence trait number. These ability points may be assigned to one language or spread across multiple languages. FOR EXAMPLE, a character with an Intelligence 7 would have 7 additional ability points to distribute amongst whichever language or languages they choose as part of the language ability. They may wish to place 5 points in common and 2 points in goblin.

The game master may let the players choose a language of their choice (each race and species listed in **PART 7: NON-PLAYER CHARACTERS** has their own language, including humans, named after the race itself) or may randomly choose a different language from the table above.

To use the table above, roll 2d6. If the white die reads 4-6, add +6 to the black die roll. Consult only the black die roll when using this table. Alternatively you may roll 1d12, if you have a twelve-sided die available.

When a character is trying to understand a language they're not particularly fluent in, the controlling player should make a language ability test for the specific language they are trying to understand (the character must have 1 or more points in the language to make this test). When making this test, do not count the intelligence trait number of the character, only the number of ability points assigned to the particular language.

If a character's language ability test is 5 or higher, they understand the language.

Guild Languages

Often times guild, leagues or factions, especially those which are also a secret society, will have their own language known as a **Guild Language**, a form of covert communication made up of secret passwords, hand shakes, jargon, symbols and gestures.

At the GM's discretion, a character who is a member with a guild (and considered in good standing with the group) may know that guild's language; allowing them to speak fluently with anyone else who is also a member.

However, because the passwords and secret gestures are always changing, if a character were to leave the guild at some point they would soon find themselves not knowing what the new secret sayings meant and grow more and more distant from the guild's secret language as time carried on. Likewise, guild languages change not just over time, but great distances as well. A member of the same order from a distant land or planet may not speak the same guild language or in the same manner as other characters.

Guild languages will have a number of additional ability points assigned to them equal to the number of years the character has been a member of the guild. If the character has left the guild, they will lose 1 ability point assigned to that guild language equal to the number of years that they have left the guild.

Age

Most adventurers will begin their journey at a young but suitable age. However, if a player wishes to create a character who is younger or older than usual, they should discuss with the game master on an appropriate age for their character.

At the GM's discretion, a certain species could have a lifespan anywhere from a few decades to a few centuries. The game master should decide an appropriate number of years that each species typically lives before they succumb to old age; then divide the number of years into five equal stages (see the table to the below).

If a character is older than "adulthood", they suffer -1 to a physical trait: strength, dexterity or health (player's choice) and gain +1 to a mental trait: perception, intelligence or charisma (player's choice) for each stage above adulthood. Characters younger than

"adulthood" will have the opposite modification to their traits.

Characters who are exceptionally young (½ their "adolescence" stage or younger) or exceptionally elderly (½ through their "elderly" stage or older) suffer three -1's to one or more physical traits and three -1's to one or more mental traits, instead.

Character Age Modifiers

Age Stage	Physical	Mental
Adolescence	+1	-1
Adulthood	–	–
Middle Age	-1	+1
Golden Age	-2	+2
Elderly	-3	+3

Alignment

The actions, deeds and intentions of a character, whether they are good or evil, will begin to effect how NPCs perceive and treat that character. The more evil a character is, for example, the less liked they are by those who align themselves with justice and law but the more accepted they are by other evil individuals.

How good or evil a character has become is represented by a number of **Alignment Points (AP)**. There are two types of alignment points: good AP and evil AP. Characters can receive 1 alignment point for each time they do one or more of the following:

Good Alignment Points

• Donate 1 gc to a church, guild, organization or person of good intent

• Harm an evil-aligned character for good reasons

• Perform an overtly selfless act for no compensation

Evil Alignment Points

• Donate 1 gc to a church, guild, organization or person of evil intent

• Harm a good-aligned character for evil reasons

• Perform an overtly selfish act resulting in loss or suffering of others

A player can never have good and evil AP at the same time. If a player has collected alignment points of one type but then receives an AP of the opposing type the two points cancel each other out resulting in the loss of both.

When interacting with NPCS, player characters add their character's AP with the NPC's AP. For every 10 points, all characters involved receive +1 (if of the same alignment type) or -1 (if of the opposite alignment type) to all charisma ability tests. FOR EXAMPLE, a character with 15 good AP encounters a goblin with 10 evil AP. The total of the two alignments is 25, giving a -2 to both the character and goblin when making a charisma-based ability test (such as a reaction roll).

Alignment Points

AP Total	Agreeing Alignments	Opposing Alignments
0-9	Neutral	Neutral
10-19	+1	-1
20-29	+2	-2
30-39	+3	-3
40-49	+4	-4
50	+5	-5

If a character has less than 5 AP, they are considered "neutral" and do not receive any bonuses or penalties, even if the other PC or NPC has 5 or more AP.

After a character is created, they may begin their first adventure with any number of AP (either good or evil) that they choose, but may never have more than 25 alignment points.

Alignment points will have various effects throughout the game. The effects may include:

• Charisma-based tests (reactions, loyalty, barter, persuade, etc.)

• Revealing of information from NPCs

• Access to protected areas or membership to guilds

If a character fails a charisma test involving an NPC of an opposing alignment, the GM will secretly make a reaction roll on the character's behalf with the appropriate modifiers (see page XYZ for details on reactions). If he or she rolls low, the NPC may become hostile or attempt to sabotage or betray the character.

Tech Levels

Certain cultures or societies are technologically superior or inferior to another society. A **Tech Level (TL)** is a way of rating a society's understanding of what they consider current technology. FOR EXAMPLE, a cave man would consider current technology to be an atlatl, mortar and pestle or flint-napped arrowhead. A pilot of the future, on the other hand, would consider "current technology" very differently! Their understanding of technology would more likely involve hyper-light drives, starships and computers.

Two characters of the same intelligence trait could experience difficulty in understanding a technology outside the era they're most familiar with using. FOR EXAMPLE, a knight from the middle ages would be utterly lost when it came to using a starship.

In OPEN ADVENTURE there are a total of 16 tech levels.

Antiquity

- Tech Level 0 – Stone Age

- Tech Level 1 – Bronze Age

- Tech Level 2 – Iron Age

- Tech Level 3 – Medieval Age

- Tech Level 4 – Colonial/Renaissance Age

Modern

- Tech Level 5 – Machine Age

- Tech Level 6 – Atomic Age

- Tech Level 7 – Computer Age

- Tech Level 8 – Space Age

- Tech Level 9 – Bioengineering Age

Future

- Tech Level 10 – Artificial Intelligence Age

- Tech Level 11 – Antimatter Age

- Tech Level 12 – Star-faring Age

- Tech Level 13 – World Building Age

- Tech Level 14 – Dysonian Age

- Tech Level 15 – Matter Transmission Age

Tech levels are a classification of a technology based off a type of age or era from which it originated. Each character should be assigned a tech level that they are considered to be most familiar with using. FOR EXAMPLE, an iron age shaman would feel most at home with an iron age tech level; while a genetically engineered assassin would feel at home in the bioengineering era or higher.

The GM should decide which, and how many, tech levels are appropriate for the adventure or campaign that they wish to have the PCs explore. Each player should choose one TL from the list of allowed tech levels for their PC. The chosen tech level will be the character's "standard" tech level. An adventurer is considered to be most familiar with the technology of that age. Alternatively the GM may assign a tech level to each character depending on the PC's background and history.

When playing OPEN ADVENTURE, players will find

and interact with various technology. If the GM chooses, he or she will populate the world with technology from different ages, each of which carries an originating tech level. FOR EXAMPLE, a dagger would be an iron age (TL 2) weapon.

Every time a character attempts to use a technology outside their familiarity, they receive a positive or negative modifier depending on how exotic the tech appears to the PC. For every 1 TL above the character's standard TL that a technology is, the adventurer suffers a -2 to all attempts to use that technology. FOR EXAMPLE, an adventurer from the machine age would receive a -2 if they attempted to use technology which originates from the atomic age. They would receive a -4 for using computer age technology.

Every time a character makes an ability test while using technology that is more primitive than their current understanding, they receive a -1 for every 2 tech levels below their standard TL from which the technology originates. FOR EXAMPLE, a character from a star-faring age would receive a -1 for using technology from the artificial intelligence age, but no TL modifier from using technology from the antimatter age.

Tech Level Modifiers

TL Difference	Modifier
Every 1 TL Higher	-2 to use technology
Every 2 TL Lower	-1 to use technology

Gaining a New Level

Randomly select one talent from an archetype of your choice. Your PC gains 1d6 HP and 1d6 ability points. Your adventurer can use the next tier of spells and psionics (if they have 1 or more points in their magic primary trait)

In total, there are five levels a character can achieve: level I, level II, level III, level IV & level V. However, characters begin their first adventure at level 0.

Each level (other than level 0) has a minimum amount of **Experience Points** (**XP**) a character must obtain before they can be promoted. A character must collect a number of XP equal to the minimum amount for the level they wish to reach.

Starting at level I, after achieving a new level players are allowed to randomly select one new talent from an archetype of their choice (talents & archetypes are discussed on page XYZ).

Next, the character's maximum HP is increased by 1d6 points. The character also gains 1d6 "+1" modifiers for any abilities of their choosing. Lastly, any characters with 1 or more points in their magic trait

gain access to a new tier of magic equal to their new level. FOR EXAMPLE, a character promoted from 2nd to 3rd level would be able to use 3rd tier spells and psionics (as well as all lower tiers of magic) for which they had the appropriate type of mana.

Level Advancement

Level	Total XP Required
Level 0	–
Level I	500 XP
Level II	2,000 XP
Level III	4,500 XP
Level IV	8,000 XP
Level V	12,500 XP

After 5th level, no additional bonuses or benefits are gained other than once every additional 18,000 experience points gained the character may randomly select 1 talent from an archetype of their choice.

The game master should refer to page XYZ for details on how players earn XP.

Example Character Creation

1. With 30 points to allocate, 25 of the points are assigned to the six primary traits with the results of Strength 3, Perception 3, Intelligence 4, Dexterity 5, Health 7 and Charisma 3. These numbers are recorded in pencil on a sheet of paper.

2. The player saves the last 5 points for the Magic trait.

3. The player notes the pros and cons due to their character's primary traits:

   A. A STRENGTH score of 3 means the character will add 3 to their Melee Attack.

   B. A PERCEPTION score of 3 means the character will add 3 to their Ranged Attack.

   C. An INTELLIGENCE score of 4 means the character can assign 4 Ability Points.

   D. A DEXTERITY score of 5 means the character will add 5 to their Defense.

   E. A HEALTH score of 7 means the character gets 7 Health Points and 7 Stamina Points.

   F. A CHARISMA score of 3 means the character will make Reaction tests at a value of 3.

4. The player assigns the 4 ability points their character got from their intelligence trait to the following abilities: +1 Lock pick, +1 Knowledge [Magic] and +2 Engineer [Set Traps]. The player must also assign ten -1 modifiers, and chooses the following abilities: -4 Swim, -2 Teach, -2 Jump, -2 Bureaucracy [Elves]. These numbers are written down on the paper with all other abilities considered to have a "+0" modifier.

5. The player writes down their character's three save numbers: Fortitude 3 (the same as Strength), Reflex 3 (the same as Perception) and Will 4 (the same as Intelligence).

6. Because the character has Magic 5, the player may choose five mana types. The player selects: 3 Black Mana and 2 Green Mana.

7. The player rolls 2d6+3 for a roll of 11, which gives the character 11 silver coins (sc) with which to buy equipment.

8. The player decides to "buy" the following list of equipment: scaled leather armor (25 sc), dagger (3 sc), backpack (5 sc), five torches (5 sc), 12 rations (60 sc), tinder box (3 sc), rope (1 sc), an iron spike (1 sc) and a musical instrument (5 sc). There are 2 silver coins left over.

9. Scaled leather has a toughness of 3. The player adds this number to their character's Dexterity 3 to get a Defense of 6 (3 + 3 = 6).

10. A dagger has a damage value of 1. The player adds this number with their character's Strength 3 to get a Melee Attack of 4 (1 + 3 = 4).

11. Current experience is marked as "0" and 500 is written as the total necessary to become a 1st level character.

12. The player is female and decides her character will also be female. She decides her character is an adult felidaen witch named "Ashelia Greenroot".

Part III: Equipment & Services

Adventurers who risk their lives embarking on a quest are far more likely to survive their ordeal if properly equipped and armed for the dangers that lie before them.

This should not be considered a complete list of equipment, but rather an example of the type of gear a game master can offer in his or her own campaign.

Money

Roll 2d6+3 to determine starting money for your PC in silver coins or star credits.

In OA, there are three types of currencies used when making trades or purchases. **Copper Coins** (**CC**) for fantasy or **Common Credits** (**CC**) for science fiction games, are the smallest denomination used for purchasing items and equipment. 100 CC is worth 1 **Silver Coin** (**SC**) for fantasy or **Star Credit** (**SC**) for sci-fi. 100 SC is worth 1 **Gold Coin** (**GC**) or **Galactic Credit** (**GC**) for science-fiction.

Before the game begins players roll 2d6+3. This is the amount of currency (in SC, see below) their character begins with in the game. Use this money to purchase weaponry, armor and expedition gear before game play.

Money Denominations

100 Copper Coins	=	1 Silver Coin
100 Silver Coins	=	1 Gold Coin
100 Common Credits	=	1 Star Credit
100 Star Credits	=	1 Galactic Credit

All three types of currency are universally accepted just about anywhere there is commerce. Treasures found in the hinterlands or far reaches of space will always have a value given in either copper, silver or gold coins or in core, star or galactic credits.

Equipment List

The items listed here are common enough that they can be found for sale by most merchants selling such wares.

If a character wishes to purchase an item not found on this list, the GM should carefully consider if such an item would be appropriate for the campaign, and if so a reasonable price for which it would be sold (see page XYZ).

Common Weaponry

The weapons table on page XYZ shows a basic list of starting weapons for sale. Weapon information in the below table is as follows:

WEAPON NAME describes the basic type of weapon it is considered to be. The name is different for fantasy and science-fiction genres, but all other rules are the same. Note ranged weapons require ammunition to use, with one ammunition being spent per use. FOR EXAMPLE, a crossbow needs a quarrel to be fired in order to use the weapon.

COST is the amount of coins or credits that must be spent to purchase the weapon.

DAMAGE is the number that determines how many of a enemy's health points are lost when a character attacks with the weapon. A weapon's damage number is added to a character's strength or perception (depending on if the weapon is melee or ranged).

RANGE is the maximum number of spaces a ranged weapon can attack a distant target. This number will rise or fall depending on the number of positive or negative modifiers from a dice roll. FOR EXAMPLE, a weapon with Range 3 would be brought to Range 5 with a +2 dice roll (3 + 2 = 5).

WEIGHT is the amount the weapon weighs. The unit of weight is 1 kilogram = 1 weight. See page XYZ for details on weight and encumbrance.

HANDEDNESS is the number of hands required to wield the weapon. Weapons require either one or two hands to use.

TECH LEVEL is a determination of which age or era the weapon was created in. See page XYZ for rules on tech levels.

ABILITIES are the effects a weapon can achieve during combat. Most abilities have a cost that must first be paid for the effect to resolve.

Common Armor

The armor table is a basic list of armor for sale commonly found at any merchant who sells such things. Armor information in the below table is as follows:

ARMOR NAME describes the basic type of armor it is considered to be. The name is different for fantasy and science-fiction genres, but all other rules are the same.

COST is the amount of coins or credits that must be spent to purchase the armor.

TOUGHNESS is the number that is added to a character's dexterity. This number helps determine how many points of damage from a enemy's attack are canceled by the armor.

WEIGHT is the amount the armor weighs. The unit of weight is 1 kilogram = 1 weight.

Fantasy Weaponry

Weapon	Cost	Damage	Range	Weight	Handedness	Tech Level	Ability
MELEE WEAPONRY							
Axe, Hand	60 cc	2	–	1 wt	1H	0+	★: +1 Damage
Axe, Battle	3 sc	4	–	3 wt	2H	1→4	★★: +1 Damage ★★: Knockback 1
Cestus, Spiked	50 cc	2	–	½ wt	1H	2→3	⚡: Stun ★★: +1 Damage
Club, Baton	30 cc	1	–	2 wt	1H	0+	★: Stun
Club, Kanabo	4 sc	3	–	5 wt	2H	1→4	Sweep ★★: Stun ★★: Knockback 1
Dagger	30 cc	1	–	½ wt	1H	1+	★★➦: +1 Damage
Flail	1 sc	3	–	1 wt	1H	2→5	⚡★: Stun
Hammer, Maul	2 sc	4	–	5 wt	2H	3	–
Hammer, War	1 sc	2	–	2 wt	1H	3	Sweep
Polearm, Lance	2 sc	4	–	4 wt	1H	3→5	Reach 1
Polearm, Pike	50 cc	3	–	9 wt	2H	3→5	Reach 1
Polearm, Glaive	4 sc	4	–	3 wt	2H	3→4	Reach 1 Sweep ★★: Sunder 1 ⚡➦: Pierce 1
Quarterstaff	2 cc	–	–	2 wt	2H	0+	Reach 1
Rod, Mace	50 cc	2	–	2 wt	1H	3+	–
Rod, Morningstar	1 sc	3	–	2 wt	1H	3+	–
Scythe	1 sc	1	–	1 wt	1H	2→3	–
Sword, Bastard	5 sc	4	–	3 wt	2H	4	★★★: Stun
Sword, Long	4 sc	3	–	2 wt	1H	3→4	★: Bleed 1 ★★: Sunder 1
Sword, Rapier	3 sc	3	–	1 wt	1H	4	⚡: Bleed 1 ★: +1 Damage
Sword, Scimitar	3 sc	3	–	1 wt	1H	3→4	★: Bleed 1 ⚡⚡: +1 Damage
Sword, Short	1 sc	2	–	1 wt	1H	3+	Bleed 1 ★★: +1 Damage
Whip	30 cc	1	–	1 wt	1H	1→3	Reach 1

⚡ = Stamina Points, ➦ = Activate, ★ = Power Points

See page XYZ for details on weight and encumbrance.

TECH LEVEL is a determination of which age or era the armor was created in. See page XYZ for rules on tech levels.

Fantasy Weaponry (Continued)

Weapon	Cost	Damage	Range	Weight	Handedness	Tech Level	Ability
RANGED WEAPONRY							
Atlatl*	30 cc	–	3	1 wt	1H	0	–
Blunderbuss***†	80 cc	3	3	2 wt	1H	4→5	★★: Knockback 1 ★★: Stun
Blowgun**	40 cc	–	2	½ wt	1H	0→3	⚡: Stun ⚡: +1 Range
Bow, Long*	40 cc	1	16	1 wt	2H	1→4	★★: +1 Damage ★★: Bleed 1 ★: +1 Range
Bow, Recurve*	1 sc	2	11	1 wt	2H	2→4	★➴: +1 Damage ★➴: Sunder 1
Bow, Short*	30 cc	–	10	1 wt	2H	0→3	★★: Pierce 1
Crossbow, Hand**	4 sc	–	8	2 wt	1H	1→4	–
Crossbow, Light**	3 sc	1	11	3 wt	2H	2→4	★★: +1 Range
Crossbow, Heavy**	5 sc	2	13	9 wt	2H	3→4	★★: Stun ★★: +1 Damage
Pistol, Flintlock***†	50 cc	2	5	1 wt	1H	4	★: Bleed 1 ★★➴: Pierce 1
Musket***†	1 sc	4	8	4 wt	2H	4	–
Sling***	10 cc	–	8	½ wt	1H	0→4	★★★: Stun
THROWN WEAPONRY							
Axe, Throwing	80 cc	–	3	2 wt	1H	0→5	★: +1 Damage
Bola	50 cc	–	4	2 wt	1H	0	★★★: +1 Damage ★⚡: Entangle
Dagger, Throwing	30 cc	–	2	1 wt	1H	2→6	–
Dart	40 cc	–	2	½ wt	1H	2	–
Grenade, Saltpeter[1]	2 sc	3	3	2 wt	1H	4+	Area 3 ★➴: Burn 2
Javelin	15 cc	1	6	1 wt	1H	3+	–
Net	20 cc	–	2	1 wt	2H	1+	Area 3 ★: Entangle
Spear	40 cc	1	4	1 wt	1H	0+	–
Star, Throwing	20 cc	–	3	½ wt	1H	2→4	⚡⚡: +1 Damage
Trident	1 sc	2	2	2 wt	1H	2→5	–
AMMUNITION							
Arrows (10)	25 cc	–	–	1 wt	–	–	–
Quarrels (10)	30 cc	–	–	½ wt	–	–	–
Saltpeter (10)	1 sc	–	–	1 wt	–	–	–
Pellets, Lead (10)	3 cc	–	–	2 wt	–	–	–

* = Requires Arrows, ** = Requires Quarrels, *** = Requires Pellets, † = Requires Saltpeter,
⚡ = Stamina Points, ➴ = Activate, ★ = Power Points, [1] = One-time Use Only

Science-Fiction Weaponry

Weapon	Cost	Damage	Range	Weight	Handedness	Tech Level	Ability
MELEE WEAPONRY							
Axe	3 sc	4	–	3 wt	2H	1→4	★: +1 Damage
Blackjack	50 cc	1	–	2 wt	1H	4→6	★⚡: Stun
Brass Knuckles	50 cc	1	–	½ wt	1H	5+	–
Chain	1 sc	3	–	4 wt	2H	5→6	★➔: Reach 1 ★➔: Entangle
Chainsaw, Heavy**	3 sc	6	–	10 wt	2H	6→13	➔: Sunder 2
Chainsaw, Normal**	2 sc	4	–	5 wt	1H	6→13	➔: Sunder 1
Crowbar	50 cc	2	–	5 wt	2H	3+	–
Cutiken	3 sc	4	–	1 wt	1H	10→13	Sweep
Garrote	10 cc	–	–	½ wt	2H	1+	–
Gauntlet, Stun	80 cc	–	–	½ wt	1H	6→12	★★: +1 Damage
Hammer, Sledge	1 sc	4	–	5 wt	2H	5→12	★★: Knockback 1
Hammer, Meteor	4 sc	4	–	2 wt	1H	4	Sweep ⚡: Reach 1 ★★: Entangle
Machete	1 sc	3	–	1 wt	1H	3+	–
Nunchaku	1 sc	3	–	½ wt	1H	4	★: Stun ★★: +1 Damage
Subspike	3 sc	4	–	3 wt	2H	10+	Bleed 1 ★★: +1 Damage
Sword, Laser	1 gc	6	–	½ wt	1H	13	★★★: Sunder 2
Sword, Hook	1 sc	3	–	2 wt	2H	5→7	Dual Wield: Reach 1
Omnikatar	2 sc	4	–	½ wt	1H	11+	★★: Bleed 1
Reactive Blade	1 sc	5	–	1 wt	1H	12	★★★: +1 Damage
Trappike	50 cc	5	–	9 wt	2H	12	–
Vibrokatana	2 sc	5	–	1 wt	2H	9→12	★: Sunder 1
Vibrostaff	2 cc	–	–	2 wt	2H	9→13	Reach 1
AMMUNITION							
Fuel/Energy (10)	25 cc	–	–	2 wt	–	–	–

⚡ = Stamina Points, ➔ = Activate, ★ = Power Points, ** = Requires Fuel / Energy

Science-Fiction Weaponry (Continued)

Weapon	Cost	Damage	Range	Weight	Handedness	Tech Level	Ability
RANGED WEAPONRY							
Machine Gun, Heavy*	8 sc	6	18	15 wt	2H	7→12	–
Machine Gun, Medium*	5 sc	4	13	10 wt	2H	6→12	–
Machine Gun, Light*	3 sc	3	13	5 wt	1H	6→12	–
Phaserblade Repeater**	1 sc	4		3 wt	2H	13+	★: Sunder 2
Pistol, Laser**	40 cc	2	8	½ wt	1H	11+	★★: Stun
Pistol, Revolver*	25 cc	1	6	1 wt	1H	5→12	★★: Pierce 1
Pistol, Semi-Auto*	20 cc	1	6	1 wt	1H	6→12	–
Plasma Thrower**	15 sc	3	4	25 wt	2H	6→8	★: Burn 1 ★: +1 Damage
Rail Cannon***	20 sc	4	4	30 wt	2H	9→11	➦: Stun ★: Knockback 1 ★: +1 Damage
Rifle, Assault*	40 cc	3	12	5 wt	2H	7→12	–
Rifle, Battle*	1 sc	4	13	5 wt	2H	7→12	–
Rifle, Bolt Action*	40 cc	3	15	2 wt	2H	6→12	★: Pierce 1
Rifle, Laser**	5 sc	5	8	1 wt	1H	11+	★: Stun
Rifle, Lever Action*	30 cc	3	15	3 wt	2H	5→12	–
Rifle, Sniper*	2 sc	4	18	8 wt	2H	7→12	★★: +1 Damage
Rocket Launcher***	4 sc	5	5	4 wt	2H	7→11	Area 3 ★★: +1 Damage
Shotgun, Combat*	5 sc	5	10	5 wt	2H	5→11	★★: Knockback 1 ★★: Sunder 1
Shotgun, Full-auto*	40 cc	5	11	5 wt	1H	7→10	★★: Knockback 2
Shotgun, Semi-auto*	30 cc	3	13	4 wt	1H	6→11	–
Submachine Gun*	20 cc	1	11	2 wt	1H	7→12	–
THROWN WEAPONRY							
Thermite Grenade[1]	1 sc	5		½ wt	1H	8→12	Area 3 ★: Burn 1
Entangler	20 cc	–		1 wt	1H	13+	Area 4 ➦: Entangle
AMMUNITION							
Bullets (10)	3 cc	–	–	½ wt	–	–	–
Fuel/Energy (10)	25 cc	–	–	2 wt	–	–	–
Projectiles (10)	30 cc	–	–	2 wt	–	–	–

* = Requires Bullets, ** = Requires Fuel / Energy, *** = Requires Projectiles,
⚡ = Stamina Points, ➦ = Activate, ★ = Power Points, [1] = One-time Use Only

Armor

Fantasy Armor	Science-Fiction Armor	Cost	Toughness	Weight	Tech Level	Ability
LIGHT SUITED ARMOR						
Garment, Cloth	Uniform, Cloth	50 cc	–	2 wt	0+/3+	➥: +1◑ (this ability may only be used once a day)
Garment, Leather	Uniform, Battle Dress	1 sc	1	4 wt	0→3/4+	⚡⚡: +1 Defense until end of turn
Garment, Brigandine	Flak Jacket	3 sc	2	10 wt	2→3/6→12	–
MEDIUM SUITED ARMOR						
Mail, Chain	Vestment, Aramid	15 sc	2/4	18 wt	2→4/7→12	♥: +2 Defense until end of turn
Mail, Plated	Vestment, Ballistic	5 sc	3/5	18 wt	2→4/7→12	Roll: For every ★ rolled, +1 Defense until end of turn
Scale, Bronze	Exoskeletal Frame	5 sc	4/6	13 wt	1→3/8+	-1 Dexterity +1 Strength
Scale, Iron	Nanosuit, Mesh	20 sc	5/7	14 wt	2→3/9+	–
Scale, Leather	Nanosuit, Adaptive	2 sc	3/5	12 wt	1→3/9+	⚡➥: +2 Defense until end of turn
HEAVY SUITED ARMOR						
Banded, Iron	Power Armor, Siege	25 sc	7/9	15 wt	2→3/12+	–
Banded, Leather	Power Armor, Tactical	5 sc	5/7	12 wt	1→3/12+	⚡⚡: +1★
Plate, Iron	Tank Suit, Basic	60 sc	8/10	22 wt	3/12+	-1 Reflex Save
Plate, Steel	Tank Suit, Advanced	2 gc	9/11	22 wt	3/12+	-2 Reflex Save
SHIELDS*						
Shield, Buckler	Shield, Mobile	1 sc	+1	2 wt	0+	➥: +1 Defense until end of turn
Shield, Heraldic	Shield, Riot	2 sc	+2	6 wt	2→4/5+	–
Shield, Tower	Shield, War Mantlet	3 sc	+3	13 wt	2→5/11+	–
ARMOR ACCESSORIES						
Armor Spikes	Armor Blades	5 sc	–	5 wt	2→4/10+	⚡⚡➥: Sunder 2
Shield Spikes	Shield Blades	1 sc	–	2 wt	1+/9+	Attacks as a Dagger

⚡ = Stamina Points, ➥ = Activate, ★ = Power Points, ♥ = Health Points, * = Requires One Free Hand to Use

Services

Whether looking for hired help to take out a goblin's lair, or a crew to accompany them on a space voyage, or even for people to manage their estates or resurrect an ally; adventurers will eventually need the services of other, non-player, characters. Hired NPCs come in two types:

- Retainers
  - Hirelings
  - Mercenaries
- Specialists

Hired NPCs will ask for compensation based on the number of days they're hired, demanding 50% of the payment before they do any work.

Although hired NPCs may travel with an adventuring party; they do not consider themselves a member of the party; but rather an employee hired by one of the PCs. Because of this, NPCs may desert or even rebel against their employer if they feel they are being mistreated, placed in unnecessary danger or sent on a suicide mission.

Each hired NPC must have one player character designated as their "leader". In times of duress NPCs may make a morale test (see **PART 6: COMBAT & ENCOUNTERS** on page XYZ for details on morale). The retainer's leader may make a leadership test to bolster courage and confidence in the retainer. If the retainer's leader fails their leadership test, the hired NPC may attempt to run away, sabotage the expedition or threaten the player characters.

Retainers

Retainers are non-player characters that agree to join an adventuring party as a soldier, guard or other form of hired arm. However, some retainers may be hired for unskilled labor or mundane tasks and jobs. Retainers come in two types: hirelings or mercenaries.

When a player character attempts to hire a retainer, the PC should attempt a bargain ability test. The GM should consult the table below to determine the retainer's hiring price and morale.

Game masters should refer to page XYZ for details on creating NPCs.

Hirelings

Hirelings are NPCs who work only for pay, especially in a menial or boring job, with little or no concern for the value of their work. Because of their lack of care for their work, and their focus on money, hirelings are generally considered to be not trustworthy. However, hirelings are relatively thrifty to hire for one or two quests.

Retainer Reactions & Loyalty

Test Result	Hiring Cost	Hirelings	Mercenaries
0 or less	20% More	1 Morale	3 Morale
1-3	10% More	2 Morale	4 Morale
4-6	–	3 Morale	5 Morale
7-9	10% Less	4 Morale	6 Morale
10+	20% Less	5 Morale	7 Morale

See page XYZ for details about morale

The experience level of most hirelings range from commoners to adventurers of the same level or less as their PC leader.

The cost for hirelings is different for each type, but the cost is always multiplied by the NPC's level. FOR EXAMPLE, a level 2 fighter would cost 80 sc per day (40 sc x 2 = 80 sc). Level 0 hireling costs are always multiplied by ½ instead of 0. Commoners are always at level 0, but if a commoner ever gains a level through experience points, they will be considered a fighter, healer, magician or spy (game master's choice).

Hireling Costs

Type & Level	Cost per day
Commoner (Level 0)	10 sc
Fighter (Combat Talent)	20 sc x Level
Healer (Heal Talent)	15 sc x Level
Magician (Magic Talent)	40 sc x Level
Spy (Subterfuge Talent)	12 sc x Level

Player characters will need to provide hirelings with any equipment (weapons, armor, etc) and transportation before beginning their adventure. Although hirelings do not usually get a share of any treasure found on a quest; they are counted as an additional player when splitting experience points (see page XYZ) amongst all players involved. In fact, hirelings can gain experience points and new experience levels over time.

Mercenaries

When characters need an entire army rather than just a few helpers, they can hire **Mercenaries**. Mercenaries are trained troops that will work and fight for payment. The hiring costs for mercenaries is listed on page XYZ. The costs are different for each type, but each mercenary has a starting experience level. For mercenaries of the same type but of higher levels, multiply their hiring costs by the number of levels higher than their base level and add it to the total cost for hire.

Mercenary Costs & Details

Fantasy Type	Science-fiction	Cost per day	Level	Attack	Defense	Health	Stamina
Archer	Rifleman	25 sc	3	10	12	15 HP	15 SP
Calvary, Heavy	Shock Trooper, Heavy	1 gc	5	15	15	24 HP	27 SP
Calvary, Light	Shock Trooper, Light	50 sc	3	12	12	13 HP	13 SP
Calvary, Medium	Shock Trooper, Medium	75 sc	4	13	14	19 HP	16 SP
Crossbowman	Bounty Hunter	20 sc	3	10	12	13 HP	11 SP
Footman, Heavy	Genetic Super Soldier	15 sc	2	10	11	12 HP	12 SP
Footman, Light	Enforcer	10 sc	1	8	7	5 HP	7 SP
Horse Archer	Warfare Android	15 sc	2	11	10	14 HP	10 SP
Longbowman	Sniper, Longshot	50 sc	4	13	12	15 HP	18 SP
Militiaman	Militiaman	5 sc	0	7	6	3 HP	3 SP

Prices listed are during peacetime (prices double during war)

FOR EXAMPLE a warfare android costs 15 sc per day. If the android was third level (one level higher than normal), the game master would multiply the base price by the number of levels higher than normal, then add the total to the base price; bringing the cost to 30 sc a day (15 sc x 1 = 15 + 15 sc = 30 sc).

Mercenaries supply their own equipment, weaponry, armor and so on; but all food and general provisions must be covered by the player characters. Mercenaries never work alone, insisting on working in a group of no less than five mercenaries (themselves and at least four other mercenaries). For every 20 mercenaries hired, a castellan or lieutenant must be hired (see page XYZ) to lead the group.

Specialists

Specialists are professionals who are experts in a particular field of study. When characters need specialized help or insight, they should hire a specialist.

Specialists will not expose themselves to danger and do not usually accompany characters on adventures. Like mercenaries, however, specialists supply their own equipment; but require food and general provisions from the PCs.

The costs for a specialist depend on the type. A list of common specialists and their hiring costs is listed on page XYZ. For the price of a specialist not listed, the game master should assume to have the hiring cost of 20 sc per day hired (if the specialist is skilled) or ½ price (if the specialist is unskilled).

Transports

Whether to cross a desert, ocean or sea of stars, eventually adventurers will want to travel by means other than their feet. In a fantasy campaign, nearly all transportation is animal, water or wind based. In a science-fiction adventure, these types of vehicles exist but the primary method of getting around is with a starship.

A list of common transport types, along with prices and other details, can be seen on page XYZ through XYZ. This should not be considered the complete list of transports, but rather an example of the type of transportation a game master can create for his or her own campaign. Transportation information in the transport tables is as follows:

TRANSPORT TYPE describes the basic type of vehicle or transport it is considered to be.

SPEED is the number of spaces the vehicle can travel on either an overland or stellar map in an eight-hour interval (see page XYZ for more on movement).

CARRYING CAPACITY is the amount of weight the transport can carry before it moves at half it's movement speed. Transports can carry up to a maximum of twice their listed carrying capacity. Transports that require a crew of characters to operate do not count the crew weight when calculating carrying capacity.

Transports pulling drawn vehicles use the carrying capacity of the cart or wagon instead of their own carrying capacity. When pulling a drawn vehicle, a transport moves its normal speed if the drawn vehicle is carrying it's carry capacity or less in weight; or half speed if the vehicle is carrying over it's carry capacity.

Some transports (such as a train) have a special ability to pull more than one drawn vehicle. When this is the case, if one or more of the drawn vehicles has more than it's carry capacity in weight, the transport moves at half speed. A drawn vehicle cannot carry more than twice its carry capacity.

Specialist Costs

Fantasy Specialist	Science-fiction Specialist	Cost per day
Animal Trainer	Alien Animal Keeper	1 gc
Armorer	Armorer	20 sc
Artillerist	Artillerist	15 sc
Bailiff	Repairman	10 sc
Blacksmith	Metalsmith	50 sc
Castellan	Lieutenant	4 gc
Chamberlain	Waste Disposal	10 sc
Chaplain	Priest	1 gc
Chemist	Chemist	2 gc
Chief Magistrate	Arbiter	4 gc
Engineer	Engineer	1 gc
Equarry	Biologist / Botanist	10 sc
Guard Captain	Security Expert	8 gc
Herald	Ambassador / Spy	80 sc
Magist	Professor of Paraforce	6 gc
Marshal	Recruiter / Scout	10 sc
Provost	Tax Collector	10 sc
Reeve	Accountant	1 gc
Sage	Historian	4 gc
Seneschal	Assistant	80 sc
Sheriff	Constable	10 sc
Spellcaster	Psionicist	Varies
Steward	Logistics Expert	2 gc
Warden	Warden	10 sc
NAUTICAL / STELLAR		
Rower	Mechanic	5 sc
Sailor	Starship Specialist	20 sc
Ship's Captain	Starship Captain	50 sc
Ship's Navigator	Starship Navigator	30 sc

DEFENSE is the amount a transport deflects or blocks damage (such as from incoming attacks). See page XYZ for more on defense.

HEALTH POINTS is the measure of how much damage the vehicle or transport can take before being disabled or destroyed. When a non-living transport (such as a vehicle) has less than half of it's maximum HP, it suffers the disabled condition (see page XYZ for more on conditions).

A disabled transport must be repaired to half or more of it's maximum health points in order for it to function. If a transport has 0 or less health points it is considered dead or destroyed. A destroyed transport cannot be repaired.

COST is the amount in coins or credits to purchase the transport. Some transports can only be rented, in which case they will be noted with this status.

Using a Transport

Before using a transport, an adventurer must first be adjacent to the vehicle, then mount or enter it. Next, the character must ride (if the transport is an animal) or pilot (if the transport is a vehicle) the transport in order for it to work properly.

Characters may spend actions operating transports (such as steering, slowing down or speeding up). After a character has successfully performed an action operating a transport, the action takes effect on the transport immediately. FOR EXAMPLE, a character spends a standard action accelerating a motorbike. Immediately after the character performs this action, the vehicle accelerates forward.

A transport that is in motion will automatically move twice per turn a number of spaces equal to it's current speed (once after each of the controlling player's standard actions, or once in the middle and once at the end of the turn, otherwise) as free actions. FOR EXAMPLE, a character riding a pony makes a ranged attack targeting a nearby enemy. After the character's attack, the vehicle would continue to move it's current speed of 6 spaces per action. The PC then steers the vehicle in a new direction. After the character finishes the steering action the vehicle would move another 6 spaces.

Actions from transports that have no controlling player will take effect after all other characters (including NPCs) have completed their turn; in order of the game master's choosing.

Uncontrolled Transports

If while riding or piloting a transport requires great skill from the controlling character (such as driving a vehicle while in combat or steering during bad weather), the GM may require the character operating the transport to make a handle animal or pilot ability test. Failing the test means the transport suffers the uncontrolled condition (see page XYZ for details).

If a character is killed or stops controlling the transport (such as from jumping out of or away from the transport), the transport is also considered uncontrolled.

An uncontrolled transport will naturally slow down, moving half the speed of it's previous movement.

Fantasy Land Transportation

Fantasy Transports	Cost	Speed	Carry Capacity	Defense	Health	Weight	Balance	Tech Level
Camel	10 sc	24 MV	150 wt	7	15 HP	150 wt	–	–
Dogs, Sled (8)	24 sc	30 MV	5 wt ea.	7	5 HP ea.	35 wt ea.	–	–
Donkey / Mule	2 sc	16 MV	100 wt	5	7 HP	100 wt	–	–
Elephant	20 sc	8 MV	300 wt	3	20 HP	3,800 wt	–	–
Horse, Draft	4 sc	16 MV	225 wt	8	15 HP	225 wt	–	–
Horse, Riding	7 sc	36 MV	150 wt	6	10 HP	150 wt	–	–
Horse, War	2 gc	20 MV	200 wt	9	20 HP	250 wt	–	–
Oxen	60 sc	20 MV	225 wt	4	18 HP	860 wt	–	–
Pony	3 sc	32 MV	100 wt	5	6 HP	100 wt	–	–
DRAWN VEHICLES								
Carriage	15 sc	–	650 wt	6	9 HP	325 wt	–	2→4
Cart, 1 Horse	10 sc	–	200 wt	6	8 HP	200 wt	+2	1+
Cart, 2 Horses	10 sc	–	400 wt	6	8 HP	250 wt	-3	2+
Chariot	10 sc	–	150 wt	5	5 HP	100 wt	-2	1→3
Sled	2 sc	–	100 wt	4	4 HP	10 wt	+2	0+
Sleigh	15 sc	–	600 wt	7	9 HP	250 wt	–	2+
Wagon, 2 Horses	20 sc	–	680 wt	7	10 HP	450 wt	+1	2→4
Wagon, 4 Horses	20 sc	–	1,200 wt	7	13 HP	500 wt	-5	2→4
Travois	50 cc	–	90 wt	3	2 HP	20 wt	+3	0→5
ACCESSORIES & ARMOR								
Saddle & Tack	3 sc	–	10 wt	–	–	15 wt	–	1→5
Saddle Bags	50 cc	–	40 wt	–	–	5 wt	–	1+
Barding, Chain Mail	30 sc	–	–	4	–	20 wt	–	2→4
Barding, Iron Scale	1 gc	–	–	5	–	30 wt	–	2→4
Barding, Leather	10 sc	–	–	3	–	10 wt	–	1→4
Barding, Steel Plate	3 gc	–	–	7	–	150 wt	–	3→4

For each additional turn the transport is uncontrolled, the animal or vehicle will continue to slow, moving at half the speed (rounded down) of it's previous movement until it comes to a complete stop. FOR EXAMPLE, an adventurer is driving a hovercraft when he is shot and killed by a distant sniper. The hovercraft was traveling 10 spaces per move action during it's last movement, before the character was killed. At it's next movement, the transport slows to 5 spaces (10 / 2 = 5) per move action. Since transports move twice each turn, the vehicle moves again but only 2 spaces (5 / 2 = 2, rounded down). On the third turn the vehicle coasts 1 more space; finally coming to a full stop as it's second movement for that turn.

Note that vehicles moving in outer-space do not decelerate naturally unless a character slows the vehicle down. That is to say, a moving space vehicle will not stop on it's own!

Uncontrolled air-based transports will naturally drop 1 vertical space every turn it is uncontrolled until it eventually lands or crashes.

A transport that crashes, capsizes or rolls-over (see page XYZ) will stop immediately. A vehicle that becomes disabled will also immediately become uncontrolled until it is repaired, regardless of whether a character was operating it prior to it's disablement.

Science-fiction Land Transportation

Sci-fi Transports	Cost	Speed*	Carry Capacity	Defense	Health	Weight	Balance	Tech Level
Automobile, Bus	80 sc	24 MV	800 wt	5	20 HP	6,500 wt	-5	5→11
Automobile, Urban	15 sc	40 MV	200 wt	8	10 HP	1,600 wt	–	5→12
Automobile, Luxury	2 gc	34 MV	200 wt	8	11 HP	1,600 wt	-1	3→11
Automobile, Racing**	50 sc	64 MV	100 wt	9	10 HP	700 wt	–	5→10
Truck, All-Terrain	20 sc	32 MV	400 wt	10	18 HP	2,000 wt	+5	6→12
Truck, Transport	8 sc	28 MV	500 wt	7	7 HP	2,500 wt	-2	6+
Truck, Heavy Utility**	2 gc	16 MV	5,000 wt	12	36 HP	10,000 wt	–	6+
Bicycle	6 sc	24 MV	80 wt	4	3 HP	10 wt	+3	4+
Motorbike	70 sc	24 MV	100 wt	6	7 HP	200 wt	+3	5+
Sandrail	20 sc	24 MV	100 wt	9	7 HP	500 wt	+4	6→11
Speeder Cycle	1 gc	52 MV	150 wt	7	8 HP	200 wt	+2	10+
Hovercraft	30 sc	24 MV	300 wt	9	12 HP	600 wt	+1	10+
Train, Transport**	4 gc	12 MV	27,000 wt[1]	12	40 HP	200,000 wt	–	4→9
Train, Maglev**	8 gc	200 MV	25,000 wt[1]	12	30 HP	180,000 wt	–	7+
DRAWN VEHICLES								
Trailer, Long Bed	1 gc	–	3,000 wt	9	7 HP	4,500 wt		6+
Trailer, Short Bed	10 sc	–	500 wt	7	3 HP	2,000 wt	-2	5+
Plasticoid Cargo Pod	2 sc	–	200 wt	8	5 HP	1,500 wt	+1	10+
Train Car, Box	50 sc	–	4,000 wt	9	7 HP	12,000 wt	–	4+
Train Car, Passenger	1 gc	–	3,500 wt	8	8 HP	10,000 wt	–	4+
ACCESSORIES & ARMOR								
Armor, Ceramic Tile	3 gc	–	–	9	–	200 wt	–	8→11
Armor, Grafted Steel	30 sc	–	–	6	–	1,500 wt	–	4+
Armor, Molded Alloy	1 gc	–	–	7	–	100 wt	–	8+
Armor, Soft Shell	10 sc	–	–	5	–	50 wt	–	5→9
Cargo Bags, Cycle	50 cc	–	10 wt	–	–	10 wt	–	4+
Cargo Bags, Buggy	3 sc	–	40 wt	–	–	40 wt	–	5+

* = Speeds listed are for overland travel (if traveling on a road multiply the speed by 20), ** = Cannot travel overland (use unmodified speeds only), [1] = May pull up to a number of train cars equal to 1/100 of it's listed carry capacity

Transport Movement & Speeds

All transports, except for space-based vehicles, have speeds listed as the number of movement points they can spend traveling through an overland map during an eight-hour interval (see page XYZ for details on movement and spaces). Space-based vehicles have two methods of propulsion: sublight engines (which allow a transport to move through a stellar map) and FTL drives (which allow a vehicle to move through an astronomical map).

EXPLORATION MOVEMENT: To determine the number of movement points a transport has to spend during a one hour interval, divide the transport's speed by 8. FOR EXAMPLE, a donkey would have 2 MV for every hour of travel.

COMBAT MOVEMENT: Often, transports are used during combat.

Fantasy Water Transportation

Fantasy Transports	Cost	Speed	Carry Capacity	Defense	Health	Weight	Balance	Tech Level
Barque								
Canoe, River								
Canoe, Sea								
Galley								
Longship								
Passage								
Passage, Airship								
Raft								
River Barge								
Row Boat								
Skiff								
Sloop								
Trireme								
Troopship								

Common Transport Actions

Action	Action Type
Accelerate	Standard Action
Decelerate	Standard Action
Steer (yaw, pitch and/or roll)	Standard Action
Move (Transports Only)	Standard Action
Operate a System*	Full-Turn Action

* Starships Only

During tactical time, a character may spend their actions operating a transport (such as to slow down, accelerate or steer the vehicle or animal).

MOVEMENT ACTIONS: When in motion, transports automatically move twice per turn in two separate movement actions. Transports will start at rest (not moving at all) but may be accelerated to increase speed by moving a number of spaces per movement action up to it's maximum speed (of MV per action).

To determine the maximum number of spaces a transport may move during a move action, divide the transport's overland speed by 4. FOR EXAMPLE, a bicycle can move up to 6 spaces for each of it's move actions (24 MV / 4 = 6 MV).

Transports can move backwards up to ½ their maximum forward speed (rounded down). FOR EXAMPLE, a camel can move forward 6 spaces for each move action, but backwards only 3 spaces for each move action.

To determine the maximum speeds of spacecraft traveling across stellar maps, refer to the rules on page XYZ, instead.

ACCELERATION & DECCELERATION: Characters may choose to slow down or accelerate a transport by 1 space for each of the transport's move actions. Characters may choose to do this as a standard action. However, a transport may not travel faster than it's maximum speed per move action. FOR EXAMPLE, a speeder cycle traveling at 11 spaces per move action could be accelerated to 12 spaces per move action if a character spent one of their standard actions increasing the speed of the vehicle. The character may perform this action once more on her turn, increasing the speed of the vehicle to it's maximum speed of 13 spaces per move action.

Note that spacecraft have sublight engines which follow alternative acceleration and deceleration rules (see page XYZ for more on sublight engines); therefore spacecraft are an exception to the rule above.

Steering & Maneuvering

During combat or tactical time it may be necessary for a character controlling a transport to steer it away from obstacles or other hazards. Characters may even attempt to run over enemies with their transports (see collisions on page XYZ).

If the players and game master are using square grids for their play mat, the turning radius of every transport is considered to be 45° from the current direction of travel. If the players and GM are using a hexagonal grid for their play area, transports are considered to be able to steer 60°. See page XYZ for details on square and hexagon grids.

FOR EXAMPLE, a longship piloted by a character is moving 30 spaces per turn. On the character's turn, they choose to steer the ship to their right. The ship turns 45° to the right (the longship is now facing diagonally from it's previous direction of travel). Next, the ship moves another 30 spaces in it's new direction. The character continues to steer the ship to the right another 45° as their second standard action (the vessel is now facing perpendicular to the longship's original direction). The ship moves another 30 spaces.

The turning radius of steering functions the same way when navigating a transport vertically, as in the case of air-based transports. A character may steer vertically and horizontally together as one standard action.

Collisions

If a transport collides with an object such as an adventurer or other vehicle, it deals damage equal to 1% of it's weight (rounded down) for every 3 spaces <u>per turn</u> it is traveling. The transport itself suffers half the damage it inflicted. Characters can make a reflex save, with a success reducing the damage suffered by half. FOR EXAMPLE, a runaway two-horse wagon collides with an adventurer. The wagon was traveling at 10 spaces per turn and has a weight of 450. 1% of the wagon's weight (rounded down) is 4. Since the wagon's speed is 5 per move action (or 10 per turn), the weight of 4 is multiplied by 3 for a total of 12 damage. The character makes a reflex save and succeeds, reducing the damage the character suffers to 6. The wagon takes 3 damage.

If a transport collides with a small object that is able to be moved out of the way (rather than absorb all the energy from the collision), the GM may decide to reduce the number of damage inflicted by ¼ of the original damage instead and suffer no damage to the colliding transport.

Spacecraft

Spacecraft are complex machines, buildings, transports or siege weapons that operate predominately in outer-space. Spacecraft come in many different sizes and serve many different functions. Spacrcraft are divided into three general classes, based off their primary purpose:

- Starbases

- Starships

- Starcraft

Science-fiction Water Transportation

Sci-fi Transports	Cost	Speed	Carry Capacity	Defense	Health	Weight	Balance	Tech Level

Starbases

Starships

Starships have eight primary systems that make up the build of the craft. Some starships have Installment Slots which are areas on the ship that allow for additional systems to be installed.

The eight primary systems are:

1. Bridge / Cockpit
2. Life Support System
3. Shield Generator
4. FTL Drive
5. Sublight Engine
6. Weapons Control
7. Power Generator
8. Hull

Starship Systems

Each starship system is installed in an installment slot within a starship. An installment slot is Volume 2x4x2 in size and can house the entire system. Typically an installment slot is fit into an Area 4 room, though larger rooms are possible.

A character must spend a full-turn action and successfully complete an appropriate ability test to operate a system on a starship. For rules purposes, each system is assumed to be 2,000 in weight.

BRIDGE / COCKPIT: A Bridge is where a character can steer the starship. In order for a spaceship to turn left, right, up or down, a character must be adjacent to the bridge and spend a full-turn action to perform a pilot ability test: If successful, the PC turns the craft for that turn. See page XYZ for details on transport maneuvering.

LIFE SUPPORT SYSTEM: A Life Support System (LSS) maintains an artificial gravity environment and oxygen flowing throughout the spacecraft.

A life support system runs automatically and does not require a character to operate it. However, an adjacent character may spend a full-turn action to perform a medicine ability test: if successful the PC may disable or enable an LSS.

A broken or disabled life support system results in the loss of both Gravity (see page XYZ for gravity rules) and Oxygen Points (OP) at a rate of 1 point per turn throughout the entire ship. If the LSS is activated, it will increase the ship's oxygen points by 1 point per turn and restore gravity instantly.

A Breach (see page XYZ) in the hull will result in the affected room to immediately drop to 0 OP and lose all gravity. Any adjacent rooms with connecting open airlocks or doorways will suffer the same effects.

A ship or room with 5 or less oxygen points will result in all occupying characters to suffocate (see page XYZ for details on suffocation).

SHIELD GENERATOR: Shield generators produce Shield Points that surround and protect a space vessel. For each shield point a starship has, it will deflect 1 attack (regardless of the number of damage that attack may inflict).

A character adjacent to a Shield Generator (SG) system may spend a full-turn action to perform an engineer ability test: if successful, the ship's shield points are replenished by 1 point. FOR EXAMPLE, a shielding system that is missing 2 points would recover 1 shield point after a character successfully operates the system.

A shield generator that has 0 or less points will not deflect attacks.

FTL DRIVE: "Faster-than-light Drives" are special reactor warp engines that propel a starship to incredible speeds exceeding the speed of light, allowing adventurers to travel the galaxy. An FTL Drive's (FTL) trait is speed.

The speed of an FTL drive represents the number of spaces it can travel on an astronomical map (see page XYZ for details on maps and spaces) over an eight-hour interval.

All FTL drives have a Spool Number. Immediately after an FTL Drive has stopped, it's spool number is 0. A PC adjacent to an FTL drive system may spend a full-turn action to perform an engineer ability test: if successful, the character increases the drive's spool number by 1 point. When an FTL drive's spool number reaches it's maximum, the drive can begin traveling across the astronomical map again.

SUBLIGHT ENGINE: The sublight engine of a starship is the propulsion used to move the vessel when not in faster-than-light travel. **Sublight Engines** (SE) have three traits: Maneuverability, Speed and Carrying Capacity. Maneuverability is the number that determines how fast a starship can speed up or slow down, in spaces, per turn on a stellar map. FOR EXAMPLE, a motionless starship with an engine of maneuverability 3 could begin moving across the map at 3 spaces per turn at the start of it's next turn. The following turn it could travel 6 spaces per turn (3 + 3 = 6) if it continued to speed up. Likewise, the ship could slow down 3 spaces per turn. Starships in space don't slow down naturally; a character adjacent to a bridge/cockpit must spend a full-turn action to perform a pilot ability test: if successful, the pilot may accelerate or slow down the ship.

Speed of a sublight engine is the maximum speed it can travel, in spaces, per turn on a stellar map.

Carrying capacity of a sublight engine is treated the same way as carrying capacity of any other transport (see page XYZ for more on carrying capacity).

WEAPONS CONTROL: "Weapons control" is a system that allows a character to fire weapons of differing types. Each ship has only one weapons control system, but each weapons control can have one or more Weapons Bay (WB). For each weapons bay a ship has, one weapon can be equipped to the starship for attack capabilities on the port, starboard, aft or bow of the spacecraft. For a weapon to fire, a character adjacent to the weapon's control system must spend a full-turn action to perform a ranged weapon ability test: if successful, the PC may use any readied weapons bay that turn.

POWER GENERATOR: Without a Power Generator (PG) no other system on a starship would work. Power generators provide energy to power each of the seven other primary systems, as well as any additional systems installed in installment slots. For each Energy Point (EP) a power generator has that number of EP can be used to power systems on a starship. Systems require as much energy points as their class number. FOR EXAMPLE, a class 3 system would require 3 energy points to function.

Power generators work automatically and do not need any character to operate the system. However, if a character wants to re-route power from one system to another they must stand adjacent to the system and spend a full-turn action performing an engineer ability test: if successful, the adventurer may re-route power until end of turn.

HULL: The Hull represents a starship's overall toughness and ability to take damage. A hull has two values: Armor, which represents the amount of damage which is deflected when attacked, and Integrity Points (IP) which act as a starship's equivalent to a character's health points (see page XYZ about health points).

A hull's armor functions the same as a character's armor during combat (see page XYZ for details about armor during combat). When a hull has 0 or less integrity points, the ship is destroyed and any characters on board are killed immediately.

A **Breach** can occur when a weapon with a breach ability causes the hull of a starship to breach. If a breach occurs, it effects the room that the breach occurred in. The damaged room immediately loses all oxygen as well as any adjacent rooms with connecting open airlocks or doorways. A breach can be repaired after a character of the same room has successfully passed a repair ability test.

Any characters inside a room when a breach occurs must make a reflex save. A failure means they are sucked into outer-space. Characters exposed to outer-space or depressurization receive a dying condition (see page XYZ) but may still move and perform actions. See page XYZ for details on outer-space.

Upgrades & Construction

The cost to upgrade a starship's system is effected by the physical location in which the upgrade is performed. The size of a population on a planet or starbase where the upgrades are made will determine if the upgrade is expensive, cheap or even possible. Populations are divided into five general sizes: outpost, colony, spaceport, metropolis and city planet. Outposts, being the smallest, usually lack the equipment to upgrade starships. The few systems they can upgrade come at a steep price.

City planets, on the other hand, are technologically advanced space-faring societies that can offer the upgrades at a low price.

The game master should consult the table on page XYZ to determine the price for a starship upgrade. The listed price must be paid for each system upgrade.

The benefit to upgrading a starship system depends on which system is being upgraded. FOR EXAMPLE, upgrading a bridge would increase the ship's ability to yaw, pitch and roll increasing it's defense by making it harder to hit. Upgrading the shield generator, on the other hand, would increase the number of shields the ship controls.

Characters may choose to expand their ship by adding more floor space. Floor space may be purchased and installed for 5 sc for each Area 2 of floor space. Installment slots cost 50 sc for each slot.

Starcraft

Part IV: The Adventure

This chapter covers general game rules, how a party of characters can set forth on their own expedition and individual character ability rules. Later in the chapter advanced game rules for long-term play cover how PCs can build and maintain their own dominion.

General Game Rules

After the players have created their characters, using character record sheets (see page XYZ for a template) or a sheet of paper to record primary traits and other information, the GM will describe the situation.

Often the characters are presumed to have already met one another and formed an adventuring party, but this is completely up to the GM. The game master's description at the beginning of the game might include a few details about the world or galaxy, or this knowledge might be reserved for the players to discover bit by bit. Regardless of the amount of campaign information revealed, the GM will describe the characters' immediate surroundings—a tavern, a derelict outpost, an orbiting science station, or whatever other situation the GM has chosen as the starting point for the adventurers' careers.

After setting the scene, the course and success of the party hinges on the players' judgment and creativity. The players tell the GM what their characters are doing, such as "Otael climbs the slope, sword in hand, to see what's at the crest," or, "I turn on my thermal imager and head down the stairs." The GM responds by telling the players what the characters see, hear, taste, smell and feel.

There will sometimes be peaceful or violent encounters with non-player characters (NPCs), and the GM will play the roles of these, either playing the part or giving the players a summary of what the NPC says and does.

Party Size & Composition

The enemies that inhabit dungeons, starships, wildernesses and strange moons are far too numerous and powerful to take on all by yourself. Instead, it is much safer to form a band or group of adventurers known as a party. A party of adventurers can help protect and watch out for one another.

The best size for a party of adventurers is between 4-6 characters, though smaller groups can survive as well. This size provides enough people to take on the challenges they may face in their expeditions, but not too many to slow down the pace of the game.

It is smart to have a variety of talents, spells/psionics, strengths and weaknesses amongst the individual adventurers to gain the benefits that each character provides. Characters who are primarily fighters or warriors offer protection from dangerous enemies. Char-

acters who are sneaky and can go unseen can reach areas other less-dexterous characters may not. Magic wielding characters who harness the power of spells and/or psionics bring to the party a potent combination of tricks and abilities. Characters who focus on helping, as well as healing, their fellow comrades in arms will be welcomed to any party that finds themselves surrounded by dangerous things.

Most GM's allow a player to control only one character at a time. However, certain circumstances, such as when only a few players are available to play OPEN ADVENTURE, players may control two or more characters. Characters may also hire NPCs to assist them in their conquest, such as take up arms or provide an expertise missing amongst the party.

Organizing A Party

Before leaving a village, or after touching down on a planet of their choosing, the party should arrange a **Marching Order**. A marching order is the physical order of position that the characters form while exploring new frontiers. Party members should determine which character is scouting out front, who's searching in the middle, and who is following at the rear of the party.

Players should devise their own style of marching orders when opening doors, searching rooms, fighting enemies and so on. A common marching order is to have the characters form a column two-by-two as they advance forward; though this may have to change depending on the width of corridors and other changing circumstances.

Characters who are wearing full or heavy armor should take the point position (in the front) of the party or remain in the rear to guard the backs of the characters. Physically weaker characters (such as wielders of spells and psionics) should remain close to the middle of the party as to best be protected against enemies, traps, etc.

Amongst the group, players should designate different responsibilities to players. These responsibilities include:

THE CALLER: One player should be elected to discuss with the players the best course of action for the group as a whole, then inform the game master what everyone has chosen for their characters to do. This player is called **The Caller.** Individual players may tell the GM what their characters are doing; but the game runs smoother if the players first discuss it amongst themselves then have the caller tell the GM what the group has decided.

THE MAPPER: One player should draw a map of the surrounding area that the characters search, as they explore it. This player is refereed to as **The Mapper**. Maps are drawn to help the players visualize the area the characters have explored and provide a record of direction and details on the sections previously searched. A good mapper should listen carefully to the descriptions the GM provides to draw a good representation of the area. Pay close attention to proper direction, shape and size of rooms and corridors. It's also a smart idea to make a note of any traps, enemies or unusual features encountered. A proper map is always easy to read and understand.

THE QUARTERMASTER: One player should be chosen to keep a written record of any equipment, money or treasure that is shared amongst the party. However, individual items that are used only by one character should be tallied and monitored by the player who's character owns the items. Any party or group loot should be noted on a separate piece of paper by **The Quartermaster**. Make sure to keep a detailed record on the amount of each item, the condition or status of the item, the perceived worth or appraisal of any treasure and where each piece of equipment is being stored.

Preparing for an Adventure

Before journeying off into the wilderness, an uncharted star system or new frontier, the party should formulate a plan on what they wish to accomplish. A party should consider the following steps as a guideline:

1. WHAT TO DO: Choose the goal of the adventure, where to go and how to get there.

2. SUPPLIES NEEDED: Determine what weapons, armor, equipment and transports will be needed to complete the quest.

3. EQUIP & OUTFIT: The characters should choose how to buy and equip the party with the gear they need.

4. MARCHING ORDER: Discuss the positions and tactics the party will use to contend with combat or deal with a dangerous or surprise situation.

Maps, Spaces & Scale

A **Space** is a measurement of distance an adventurer can walk, run, climb, and so forth. Spaces can be represented by grid squares or hexagons on grid mats or graph paper (see page XYZ in **PART 9: GAME MASTER INFORMATION**). Spaces can represent both horizontal as well as vertical lengths. In most situations involving player characters interacting with their environment, 1 space equals 1 meter. However, spaces can represent larger areas depending on the

type of **Map** used (see below).

Maps

A map is the play space the characters adventure and explore in. Characters who travel on horseback for a day's travel, for example, will do so on a map representing a large countryside. Similarly, a starship traveling from one part of the galaxy to another will operate in a larger map still. The changing of map sizes is known as **Scale**. Scale is the number, in meters, that 1 space represents.

In OPEN ADVENTURE there are four different types of maps, each with a different scale:

- Local Map

- Overland Map

- Stellar Map

- Astronomical Map

Each map is used to represent a large or small area. Fantasy medieval campaigns only use local and overland maps, while science-fiction adventures may use all four.

LOCAL MAP: "Local Map" is used when adventurers are exploring a small area such as a dungeon, forest, hut or small hamlet. In a local map, 1 space equals 1 meter.

OVERLAND MAP: "Overland Maps" are used when characters travel great distances through a countryside, mountain range, coastal beach, etc. Traveling through an overland map usually represents a day's travel. In an overland map, 1 space equals 1,000 meters (known as a kilometer).

STELLAR MAP: "Stellar Maps" are used in science-fiction campaigns when starships use their **Sublight Engines** (see page XYZ) to pilot around a local star system at slower-than-light speeds. Space combat takes place over stellar maps. In stellar maps, 1 space equals 1 million meters (known as a megameter).

ASTRONOMICAL MAP: "Astronomical Maps" are used when starships travel great expanses of space. When characters must pilot starships to travel to distant planets, stars or space stations, an astronomical map is used. Travel across an astronomical map usually represents a day's travel at faster-than-light speeds. In an astronomical map, 1 space equals 1 million terrameters (known as an exameter).

Unless stated otherwise, local maps are the default map used when players are moving around a local area. Because of this, spaces typically measure 1 meter in length unless using a different map type; or mentioned otherwise. Maps of indoor or underground areas are always represented using square grid lines, while outdoor or outer-space areas are always represented using hexagon ("hex" for short) grid lines.

Elevation

Difference in height, such as altitude or elevation gain, can provide bonuses or penalties to attacks, and effect transport movement when traveling over steep terrain. Elevation is measured by drawing contour lines on local or overland maps.

Counter lines on a local map equal 1 space in height change while contour lines drawn on overland maps represent topography change of 10 spaces in height.

See page XYZ for details about character & transport movement over contour lines. Page XYZ covers rules concerning combat and attacking from high ground.

Distance, Area & Volume

Spaces (SP) are used when determining if something is "within range", such as a ranged weapon (see page XYZ). Certain spells, weapons, items etc. will target an **Area** within the game. Areas are measured in spaces squared (length multiplied by width) and are denoted as "Area AxB" where A is the area's length and B is it's width. FOR EXAMPLE, an Area 5x3 would simply mean an area consisting of 5 spaces long and 3 spaces wide. If only one number is given for an area, it is assumed the area is a square with equal lengths and widths.

Spells, items, armor, etc. that deal with **Volume** are measured in spaces as well. Volume is denoted as "Volume AxBxC" where A and B are the length and width, respectively, and C is the height of the volume. FOR EXAMPLE, a poisonous gas cloud of Volume 5x3x2 would be 5 spaces long, 3 spaces wide and 2 spaces tall. If only two numbers are given for a volume, the first is assumed to be for the length and width and the second number is for the height. FOR EXAMPLE a fog cloud of Volume 5x4 would be 5 spaces long and wide and 4 spaces tall. If only one number is given for a volume, it is assumed the volume is a cube with an equal length, width and height.

All areas and volumes are assumed to be centered as best as possible (with equidistant placements being decided by the current turn's player). Unless otherwise noted, the bottom space of a volume is always sitting upon the floor or ground surface.

Time Measurement

For the characters, time is not measured in the real time of the players around the gaming table. Time may pass faster or slower in the game world, even to the extent of the GM's mentioning, for example, "a month passes." The GM normally records the passage of time, but a few GMs delegate keeping track of time to a particularly trustworthy player. Measuring time can be important for many reasons; torches burn down to useless stubs, food is consumed, and wounded characters heal damage as they rest. Game time is divided into speeds different than real time.

There are four distinct **Time Intervals**:

- Tactical Time
- Cautious Time
- Exploration Time
- Extended Time

Each time interval has a unique purpose and focus for player character's and the adventure as a whole.

Time Measurements

Type	Game Time
1 Turn	6 Seconds
1 Minute	10 Turns
1 Round	10 Minutes
1 Hour	6 Rounds
1 Day	24 Hours (Morning, Noon & Night)

TACTICAL TIME: "Tactical Time" is the slowest measure of time. Tactical time is used during combat or other moments of great importance in which every action, large and small, must be played out second-by-second. Tactical time is played out in a series of **Turns** where 1 turn represents 6 seconds of game time.

CAUTIOUS TIME: "Cautious Time" is used when adventurers are in a potentially dangerous area and want to move slowly and cautiously. Cautious time is played out in a series of **Minutes** where 1 minute represents 10 turns.

EXPLORATION TIME: "Exploration Time" is a prolonged period of time used when actions or events take approximately 10 minutes to complete such as eating food or landing a starship. Exploration time is played out in a series of **Rounds** where <u>1 round represents 10 minutes</u>.

EXTENDED TIME: "Extended Time" is the longest of the four segments of time measurement. Extended time is used when characters are traveling over great distances or performing a task that takes a prolonged period of time. Extended time is played out in a series of Hours, where 1 hour represents 6 rounds.

For longer period of time, time should be measured in **Days**. A day is divided into three eight-hour stages:

- Morning
- Noon
- Night

MORNING: This is when adventurers wake up, pack any gear they have laying around, eat their first meal and prepare for the day's events. It's also when they

begin their travels to a destination.

NOON: After characters have traveled for one third of the day, they are usually tired and hungry. Characters typically decide to setup camp or stop their starship for the remainder of the day. Noon is commonly used to eat lunch, scan or search for anything of use, and prepare for the impending night.

NIGHT: Night time is typically when the adventurers take turns guarding the group while everyone else sleeps. Adventurers often work hard during the day and require a full eight hours of sleep to be rejuvenated for the following day.

Temperatures

In a world where the weather can vary greatly throughout a day, characters will learn the importance of being suitably dressed. An environment too cold or too hot can prove cumbersome or even deadly to the ill-equipped. **Temperature Points (TP)** is a numerical expression of how hot or cold something is (ranging from an individual character or item to a surrounding environment). Temperatures are described as either a number, where 1 TP is equal to 10° kelvin, or as a description such as "frigid".

A personal temperature of a character or item is the given amount of heat of that object or character. Personal temperatures can change depending on the type of clothing a character wears, the environment they are in or the current weather they're experiencing.

Personal Temperatures

Description	Temperature Points
Frigid	27 TP
Cold	28 TP
Chilly	29 TP
Moderate	30 TP
Warm	31 TP
Hot	32 TP
Swelter	33 TP

Most humanoid characters feel comfortable with a personal temperature of 30. Characters are very sensitive to temperature changes, and can only tolerate a few points of temperature difference before risking hypothermia (excessive cooling) or hyperthermia (overheating).

Terrain Temperatures

The environment of a terrain or surface of an object offers a base temperature that a character will find themselves in.

Terrain Temperatures

Terrain	Day Temp.	Night Temp.
LOCAL		
Underground	28 TP	28 TP
Water	28 TP	27 TP
Snow	27 TP	26 TP
Lava	120 TP	120 TP
OVERLAND		
Ocean / Sea	28 TP	28 TP
River / Lake	29 TP	28 TP
Swamp / Marsh	29 TP	28 TP
Jungle / Rain Forest	32 TP	30 TP
Forest	29 TP	28 TP
Plains / Grassland	30 TP	28 TP
Desert / Wasteland	33 TP	27 TP
Canyon / Cliffs	32 TP	27 TP
Hill	30 TP	28 TP
Mountain	28 TP	27 TP
Snow	27 TP	26 TP
Glacier / Ice	26 TP	24 TP
OUTER-SPACE		
Outer-Space	½ TP	½ TP
Red Giant Star	500 TP	500 TP
White Dwarf Star	2,400 TP	2,400 TP

FOR EXAMPLE, characters in a forest will have a personal temperature of 29 (before being affected by other factors such as clothing).

Clothing Temperatures

The type of clothing characters wear can offer varying amounts of insulation from cold. The more bulky the dress, the warmer it'll keep a character. In cold weather this is a benefit to a character, however in hot weather bulky garb can raise the personal temperature of a character beyond a comfortable level.

Clothing Temperature Modifier

Clothing/Armor	Temperature Modifier
Light Clothing/Armor	–
Medium Clothing/Armor	+1 TP
Heavy Clothing/Armor	+3 TP

Game Day Time line:

1. Daybreak (Morning): The GM rolls 2d6 and consults the chance of encounter table on page XYZ to determine if the adventurers experience an encounter such as wandering enemy NPCs. If the PCs experience an encounter, see step 2 otherwise skip to step 3.

2. If an encounter occurs, the GM should inform the players. The GM will determine the type, number and location of the encountered NPCs according to the rules on page XYZ and have the nearest character perform a perception test to determine initiative & surprise. The same character should perform a leadership ability test to determine the reaction of the NPC. The GM consults the reaction table on page XYZ. Depending on the NPC's reaction and the PC's actions, combat may ensue.

3. The GM rolls to determine the weather (page XYZ) for the morning, and makes note of the temperature effects on foodstuff (for spoilage purposes, see page XYZ).

4. PCs ready for travel or prepare for the day's activities.

5. Navigation: If traveling through an overland or astronomical map, one member of the party performs a navigate ability test. A failure means the party is unknowingly lost. See page XYZ for details on navigation tests.

6. Midday (Afternoon): The party has traveled for up to eight hours then finds a place to stop and rest. It is now afternoon, and the party can perform various tasks before nightfall. The GM makes another weather check and encounter roll (2d6). If an encounter occurs, the GM decides the time when it occurs. See step 2.

7. Nightfall (Night): The GM makes another weather roll and encounter check (2d6) for night. Often PCs will take turns standing guard while the rest of the party sleeps. If an event occurs, the GM decides the time when it occurs. See step 2.

8. A new day begins. Return to step 1.

Expedition Game Rules

Throughout OPEN ADVENTURE a character will generally find themselves transitioning between three distinct phases: starting in a village, starport or other society; the PCs will gain valuable information and equipment as well as find work to earn themselves valuable currency.

Typically this requires the party to travel through wild or uncharted areas to reach the location of their quest. Lastly, they will discover and complete their expedition by exploring and conquering any challenges standing in their way of finishing their job.

Once done with their adventure, the party will typically travel back through the wilderness or unclaimed space to where they were hired in hopes of receiving their reward. Along their journey, however, many perils stand before the party that must be overcome or the adventurers risk death. Typically, a day is divided into three main phases each consisting on eight hours: morning, afternoon and night.

During the morning characters often choose to ready their gear and any transport they may be using (see page XYZ for more on transports). While readying, the GM records time in rounds (each representing 10 minutes). After readying, adventurers will usually spend up to eight hours traveling to whatever destination they seek. Characters can travel longer then eight hours but risk exhaustion (see page XYZ or details).

In the afternoon, characters will stop traveling and set up camp, power down the systems on their space ship, or prepare for the evening hours. A GM should measure the time spent performing such miscellaneous tasks in rounds similar to the morning activities before travel.

When characters find themselves in a dangerous area, or wish to move with caution and vigilance, the GM should record time in cautious time as the party navigates the corridors of a dungeon, space station or other similar scenario.

The following section outlines common experiences faced by brave explorers.

Party Navigation

Lost Party Travel Direction

Roll 1d6	Direction Change
1	135° Back-Left
2	135° Back-Right
3	90° Left
4	90° Right
5	45° Forward-Left
6	45° Forward-Right

Unless the party is following a known path or noticeable landmark such as a river or coastline, the adventuring party runs the risk of becoming lost when traveling through an overland or outer-space map.

At the beginning of each day one character should be elected as a navigator for the entire party.

Terrain Navigation Modifiers

Terrain	Navigation Modifier
OVERLAND	
Ocean / Sea	-4
River / Lake	+1
Swamp / Marsh	-5
Jungle / Rain Forest	-3
Forest	–
Plains / Grassland	+1
Desert / Wasteland	-1
Canyon / Cliffs	-2
Hill	–
Mountain	+3
Snow	-1
Glacier / Ice	–
ASTRONOMICAL	
Air	+5
Outer-Space	–
Asteroid Field	-3
Nebula / Supernova	-5

The navigator must succeed at a navigate ability test to prevent the entire party becoming lost. Additional characters can help assist in this ability test as outlined on page XYZ. The game master should make this roll on behalf of the navigator, as to keep the true results secret.

Different terrain types have higher or lower chances of causing characters to become lost (see the table below).

When making a navigation test, appropriate modifiers should be applied before the roll. If a navigator fails their navigate test, the party has become lost.

The players should not be informed of this fact. Instead, the game master should roll 1d6 to determine the direction the party mistakingly traveled.

The GM always make this roll even if it's unnecessary–that way the players never know whether or not their characters are lost. The game master should secretly note both the player's perceived location of the party as well as the true location that the lost party has wandered too.

Once lost, if the navigator continues to fail at navigate ability tests, the party will continue to travel in error from the previous day's true location.

If a navigator succeeds at a navigation test, they will discover their mistake and figure out where they're presently located. Note the optional weather rules on page XYZ can affect the chances of getting lost.

Movement & Travel

In OPEN ADVENTURE movement represents the distance, in spaces, a character can move over time. The number of spaces a character can travel is effected by four factors:

1. Time Interval (tactical, cautious, exploration or extended). See page XYZ.

2. Map Type (local, overland, stellar or astronomical). See page XYZ.

3. Number of movement points assigned to the character or transport.

4. Terrain types and their movement point costs.

Movement Points (MV) are a number representing the amount of spaces a character can travel in a given amount of time on a specific map. With few exceptions, every player character has the same number of movement points.

Each time interval offers characters a different number of movement points.

Character Movement Points

Time Interval	Local Map	Overland Map
Tactical (Turns)	6 MV	–
Cautious (Minutes)	12 MV	–
Exploration (Rounds)	–	½ MV
Extended (Hours)	–	3 MV
Morning, Noon or Night	–	24 MV

Turns and minutes are always played on local maps while rounds and hours are always played on an overland, stellar or astronomical map.

Spacecraft always move on stellar maps and travel long-distances through outer-space on astronomical maps. For each map type (local, overland, stellar and astronomical) there are different types of terrains, each costing a certain number of movement points (see the table below).

Before entering a space, a character or transport must first spend the number of MV required to move there. If a character does not have enough MV to enter the terrain type of the space chosen, they cannot enter that space. Once a character or transport enters a space, the player or game master should subtract the MV cost of entering that space from their remaining movement points.

A character has a certain number of MV afforded to them, depending on the time interval used:

- During TACTICAL TIME a character has 6 movement points each turn to spend as a standard action moving on a local map.

- During CAUTIOUS TIME a character has 12 movement points each minute to spend moving on a local map.

- During EXPLORATION TIME a character has a ½ movement point every round that they can spend moving on an overland map.

- During EXTENDED TIME a character has 3 MV every hour for moving on an overland map.

- During MORNING, NOON and NIGHT intervals a character has 24 movement points to spend during that eight-hour period on an overland or astronomical map. The party risks exhaustion if they travel for more than eight continuous hours. See page XYZ for more information.

Typically the number of movement points listed for transports represent how far the vehicle can travel in eight hours on an overland map. Starships use stellar and astronomical maps instead of local and overland maps, respectively.

Note the optional weather rules on page XYZ and encumbrance rules on page XYZ can affect the distance a character can travel across an overland map.

Converting Between Time Intervals

Often times it will prove useful to convert a transports movement points for an eight-hour travel on an overland map to a per-turn movement on a local map.

To calculate the number of movement points a transport is afforded in 1 turn on a local map, divide the number of spaces it can move in an eight-hour period by 4. FOR EXAMPLE, a riding horse can move 40 spaces in eight hours. Dividing that number by 4 reveals the horse can move 10 spaces in 1 turn (40 / 4 = 10) on a local map. Reversely, the number of spaces a character or transport can move over eight hours (on an overland map) can be found by multiplying the number of MV during tactical time by 4.

Movement Points Conversion

Time Interval	Calculation*
One-Third Day → Extended	Divide by 8
Extended → Exploration	Divide by 6
One-Third Day → Tactical	Divide by 4
One-Third Day → Cautious	Divide by 2

* To calculate the number of MV in the other direction, multiply the MV number instead of dividing

Terrain Movement Point Cost

Terrain Type	MV Cost Per Space
LOCAL MAP	
Easy Terrain	1
Moderate Terrain	2
Vegetation / Thicket	2
Difficult Surface	3
Water, Deep	3
Cliff / Wall	3
Mud / Ice	3
Snow, Powdered	4
Quicksand	5
OVERLAND MAP	
Trail / Highway	1
River / Lake	1/5*
Ocean / Sea	2/6*
Plains / Grassland	2
Forest	3
Desert / Wasteland	3
Hill	3
Snow	3
Swamp / Marsh	4
Jungle / Rain Forest	4
Glacier / Ice	4
Mountain	4
Canyon / Cliffs	5
STELLAR MAP	
Outer-Space	1
Gas Cloud	2
Asteroid Field	3
ASTRONOMICAL MAP	
Outer-Space	1
Wormhole	1
Solar Winds	2
Nebula / Supernova	2
Asteroid Field	3
Gravity Well	5

* If using a water-based transport use the left number, otherwise use the right number; when crossing, treat as moderate terrain

Terrain Modifiers for Finding Wild Game & Edibles

Terrain Type	Hunt	Gather	Trap*	Fish*
Trail / Highway	-3	-2	-3	-1
Ocean / Sea	-2*	–	-1	+8
River / Lake	-3*	–	–	+2
Swamp / Marsh	–	+1	+2	+1
Jungle / Rain Forest	+3	+5	+2	+1
Forest	–	+3	–	–
Plains / Grassland	–	-3	+1	-2
Desert / Wasteland	-3	-7	-3	-8
Canyon / Cliffs	-2	-3	–	-5
Hill	–	–	–	–
Mountain	+2	+2	+2	–
Snow	–	-5	-3	-2
Glacier / Ice	-5	-10	-3	–

* = Requires special equipment

If the number of movement points a transport is allowed each minute of cautious time is needed, divide the transport's MV number for eight-hour travel by 2. FOR EXAMPLE, a raft can travel 20 spaces every eight hours. By dividing this number by 2, it is revealed a raft can move 10 spaces per minute.

Dividing a transports movement points for an eight-hour interval by 8 will reveal the number of MV the transport has *every* hour. FOR EXAMPLE, a holo yacht has 144 MV for eight hours of travel. Dividing this number by 8 will show the holo yacht has 18 movement points per hour.

To find the number of MV a transport has *every* round, divide the transport's movement points for an hour's interval by 6 (round down to the nearest ½ point, with a minimum of ½ MV). FOR EXAMPLE, a draft horse has 2 movement points *every* hour of travel during extended time. Dividing this number by 6 reveals the transport has ½ MV every round (2 / 6 = ½, minimum ½).

For starships, the differences between stellar and astronomical maps are so vast, the speeds are practically inconvertible. Starships use FTL drives to travel across astronomical maps and sublight engines to steer around stellar maps. For these reasons, MV is not typically converted between time intervals for stellar maps and intervals for astronomical maps or visa versa.

Finding Wild Game & Edibles

If an adventuring party is running low on food, or a large portion of their food has spoiled (*see* page XYZ), hjkhj

they may attempt to hunt and forage for edible game or fish, fruits, vegetables, grains or other nutritious foods. To find wild foods, a character must succeed at a survival ability test (*see* page XYZ for information on abilities). A player may choose for their PC to try their hand at hunting, gathering, trapping or fishing for foodstuff. Depending on the terrain and foraging method, certain positive or negative modifiers may apply to the survival ability test. See the table on page XYZ.

Characters may attempt to assist themselves or others at finding wild foods by performing an engineer [set trap] or lore [nature] or lore [animals] test if trapping, gathering or hunting/fishing, respectively. See page XYZ for details on assisting with ability tests.

A success at the survival ability test means the character found a number of morsels (*see* page XYZ) equal to the number of points over the TN needed to succeed. FOR EXAMPLE, a character spends 4 hours setting up traps for small game animals. A roll of +1 to a survival 6 means they found 2 morsels (Survival 6 + Roll 1 – TN 5 = 2 Morsels).

Note the optional weather rules on page XYZ can affect the chances of finding wild food.

If 1 or more morsels of food have been procured, the game master will roll 2d6 to determine the type of food discovered by the PC. Such characters may (GM's choice) encounter animals that they can hunt for additional food. Such encounters can, if the GM wishes, be played out over a local map (*see* **PART 6: COMBAT & ENCOUNTERS** on page XYZ).

Wild Food Types

Roll 2d6	Hunt/Trap	Gather	Fish
2-3	Meats	Grains	Meats
4-5	Meats	Vegetables	Meats
6-7	Meats	Vegetables	Meats
8-9	Meats	Fruits	Meats
10-11	Meats	Fruits	Other
12	Meats	Other	Other

Outdoor Weather

Weather can have a good or bad effect on several aspects of a party's journey across a countryside:

- Navigating Overland
- Traveling Overland
- Finding Wild Game & Edibles

It should be noted this rule is optional depending on whether the game master wishes to implement it or not. At the beginning of each adventure the GM should choose a starting weather from the table below.

Once every 8 hours of in-game time (morning, noon and night) the GM will roll 1d6. On a roll of 1-2, the weather changes to the weather type one position lower on the list than the current weather. On a roll of 3-4, the weather remains unchanged. On a roll of 5-6 the weather changes to the weather type one position higher on the list than the current weather.

If the weather is "Hot/Humid" or "Blizzard/Snow" (the weather types on the two ends of the list) a roll of 3-4 on a 1d6 will keep the weather the same; but any other roll result in the weather changing to adjacent weather type. FOR EXAMPLE, if the weather type was set to blizzard and the GM rolled a 5 on the 1d6, the weather would change to "Storm / Lightening"

Weather Modifiers

Weather	Modifier	Temperature
Hot / Humid	-4	+3 TP
Sunny / Warm	+2	+1 TP
Partially Sunny / Clouds	+1	–
Moderate / Overcast	–	–
Wind	–	-1 TP
Rain / Hail	-2	-1 TP
Storm / Lightening	-6	-2 TP
Blizzard / Snow	-8	-4 TP

NAVIGATING OVERLAND: Before a character performs a navigation [overland] ability test for overland trekking, the current weather's modifier should be applied to the test. FOR EXAMPLE, an adventurer with a navigation [overland] of 6 would have it raised to 8 while in sunny, warm weather (6 + 2 = 8).

TRAVELING OVERLAND: When using weather to effect overland movement, use the modifier to add or take away the number of movement points the character or transport has for overland travel.

FINDING WILD GAME & EDIBLES: The possibility of finding and foraging food can be increased or decreased according to the weather modifiers by applying them to a survival ability test. FOR EXAMPLE, a character hunting for food would have their survival 5 lowered to -1 during a lightening storm.

Weights & Encumbrance

Having the right tool for the right task can mean the difference between life and death in a haunted catacomb or uncharted alien world.

Players may be tempted to load their characters with too much gear, burdening movement and restricting their fighting capability. Naturally, there is a limit to how much an adventurer can reasonably carry.

A character weighted down with every conceivable piece of equipment will soon find that it is best to be selective in choosing how much weight to carry. **Encumbrance** is the amount of burden a character suffers from their gear's weight and bulkiness.

All weapons, armor, items, etc. have a **Weight** number representing their difficulty to carry. For rules purposes, 1 weight equals 1 kilogram. 100 coins or credits amount to 1 weight.

In OPEN ADVENTURE characters suffer 1 encumbrance counter for every STR x 2 weight they carry. FOR EXAMPLE, a character with strength of 3 would suffer 1 encumbrance counter for every 6 weight carried. For each encumbrance counter, a character loses 1 movement point (see page XYZ for movement points).

Maximum Weights Carried

Each adventurer has a maximum weight they can carry, a maximum weight they can lift and a maximum weight they can push or pull.

Burden Type Maximum Weights

Burden Type	Maximum Weight
Carry	STR x 10
Lift	STR x 20
Push / Pull	STR x 40

Adventurers can carry a maximum weight in weapons, armor, gear, etc. on their backs equal to their strength multiplied by 10. FOR EXAMPLE, a character with strength 5 could carry no more than 50 weight in equipment.

Characters can lift for a short period a maximum weight equal to their STR multiplied by 20. Characters can push or pull a heavy object or character for a short period equal to their STR multiplied by 40.

Note that gravity can effect encumbrance (see more on page XYZ).

Resting & Recuperation

After a long day of traveling or dangerous expedition inside a dungeon or star base, characters will grow weary and tired. **Resting** is an important way for a character to relax and rejuvenate. To be considered resting, a character cannot engage in any strenuous activities (such as combat) or carry, lift or move any objects heavy enough to cause more than 1 encumbrance counter.

Breaks from Travel

Traveling great distances can prove exhausting to a character's body and tiresome to their mind. For every 8 hours of travel, characters should stop traveling for the remainder of the day (16 hours) before continuing their journey.

If any characters do continue to travel without stopping, they must each succeed at a fortitude save every additional hour of travel. If they fail their fortitude save, they suffer 1 exhaustion counter (see page XYZ).

Characters must also rest over long periods of travel as to give their bodies a chance to recuperate. For every six days of journey, adventurers must spend 1 complete day (24 consecutive hours) resting, or suffer 1 exhaustion counter for every 8 hours of continued unrest.

Sleep

In between the rigors of battle, exploration and questing, characters should find time to calm their minds and sleep. Adventurers must sleep for 8 hours each day or suffer 1 exhaustion counter. Characters will suffer an additional exhaustion counter for every 4 hours more of sleep they've been deprived. If characters are interrupted while sleeping (such as from an ambush by enemies) they must make up for the lost sleep or suffer the same consequences. For every 8 hours a character sleeps, they lose 1 exhaustion counter.

Short Rests

Sometimes adventurers need to stop and rest for a while before continuing on their quest, especially after a physically exhausting event or encounter. Characters who stop to catch their breath can do so with a **Short Rest**. Short rests allow a character to recover lost stamina points. For every hour a character rests, they recover 1 stamina point.

Natural Healing

Injured or hurt characters have the natural ability to heal over time. This allows for adventurers to recover lost health points through combat, traps and other dangerous activities. Characters regain a number of lost health points equal to their experience level per day (minimum ½ HP), or twice their level per day if the character rested for an entire day.

Naturally Healing HP

Level	Per Day	Per Day (While Resting)
0	½ HP	1 HP
1	1 HP	2 HP
2	2 HP	4 HP
3	3 HP	6 HP
4	4 HP	8 HP
5	5 HP	10 HP

See page XYZ for details pertaining to the medicine ability test. It should also be noted that some spells can recover lost health points (see **PART 5: MAGIC** on page XYZ).

Planetary Gravity

In science-fiction adventures, some planets or moons will have varying levels of gravity. Gravity effects encumbrance and damage suffered from falling (see page XYZ for falling rules). In total, there are seven common gravity levels.

Gravity Levels

Level	Effect*
Zero / Microgravity	x0
Half Gravity	x½
Common Gravity	x1
Tier 2 Gravity	x2
Tier 3 Gravity	x3
Tier 4 Gravity	x4
Tier 5 Gravity	x5

*Multiply weight and fall damage with the gravity effect

Multiply the gravity's effect with the amount of weight a character is carrying or the number of damage sustained from falling. If the speed at which a character is

falling needs to be determined, multiply the speed with the gravity's effect as well. Similarly damage suffered from a falling object hitting a character or other object should be multiplied by the gravity's effect.

Falling Great Distances

If a character falls off a ledge, sheer wall, pit or other great distance they risk suffering damage from the impact. A character suffers 1 damage for every space fallen up to a maximum of 50 damage. FOR EXAMPLE, a character falls 10 spaces off a ledge and onto a stone surface. The PC would suffer 10 damage.

For rules purposes, a character is assumed to fall 50 spaces per second. However, different gravities (see page XYZ) can effect this speed.

Crushing Objects

Heavy objects falling on top of a character are sure to deal great damage to anything they hit.

Falling objects such as a large stone or steel pylon deal a number of damage equal to their weight to any unfortunate victims they hit. If the object falls less than 3 spaces, it deals half damage. Characters who succeed at a reflex save can reduce the damage suffered by half. FOR EXAMPLE, an object that weighs 10 wt falls 2 spaces and hits a character. Since the object fell less-than 3 spaces, the damage dealt is reduced by half (to 5 damage). The character attempts a reflex save and succeeds, further reducing the damage by half (rounded down) to a total of 2 damage.

Fire & Flame

Fire can be both a helpful ally, offering warmth, light and companionship or a deadly enemy and source of destruction. Characters can use fires to keep warm, cook food or even as a weapon.

Fire Starting

Before a character can create a fire, they must collect fuel to burn such as firewood or other tinder and kindling. To find fuel to light a campfire, a character should attempt a search ability test to search the surrounding area for natural fuel. That the type of terrain a character is searching in and the present weather can modify the search test roll. See the table on XYZ for terrain modifiers and page XYZ for weather modifiers.

Characters can attempt to start a fire by passing a craft [fire] ability test. Characters may assist each other in starting a fire or assist themselves by using flint & steel or other form of ignition. See page XYZ for details about assisting in ability tests.

Campfire Fuel Search Modifiers

Terrain	Fuel Search Modifier
OVERLAND	
Ocean / Sea	-8
River / Lake	-3
Swamp / Marsh	+1
Jungle / Rain Forest	-2
Forest	+4
Plains / Grassland	–
Desert / Wasteland	-3
Canyon / Cliffs	-4
Hill	+2
Mountain	–
Snow	-4
Glacier / Ice	-6

Fire Characteristics

Size	Fuel	Refuel	Visibility	Damage
Torch	–	10 min.	20 sp.	5 + Roll
Small	1 hour	30 min.	60 sp.	10 + Roll
Medium	4 hours	2 hours	240 sp.	15 + Roll
Large	9 hours	4 hours	540 sp.	20 + Roll

Elements of Fire

Once a fire has been started, it will take on the following properties:

COLLECTING FUEL – For every space in area the fire is in size, it takes 1 hour for a single character to collect enough fuel to last eight hours. FOR EXAMPLE, an area 2 fire (a 2 by 2 region) would take 4 hours to collect enough firewood to last a night.

REFUELING A FIRE – A fire must be refueled with burnable material every interval of time equal to half the time it takes one character to find enough fuel for eight hours (rounded down) for a fire of that size. If a fire is fueled on time, it will maintain it's size. If the fire is not refueled, it will shrink to one size lower than it is currently. A small fire may not extinguish right away if it is not refueled after 30 minutes, but it will stop providing warmth, light and other benefits.

VISIBILITY – The distance in spaces that a fire can be spotted from afar. Note that there must be an unobstructed LOS of the fire for it to be spotted. Weather modifiers (see page XYZ) can affect the visibility of a fire whereby for every modifier, the visibility is increased (if there is a positive modifier) or decreased (if

there is a negative modifier) by 10% it's maximum distance, rounded down. FOR EXAMPLE, a medium fire on a rainy day would have it's visibility reduce by 48 spaces to a maximum of 192 spaces (24 x -2 = -48 + 240 = 192 spaces). Campfire smoke may rise upwards into the sky a maximum number of spaces equal to one-third the fire's maximum visibility (rounded down) before dissipating and becoming unseen.

DAMAGE – Damage inflicted by a small fire is equal to a standard roll plus 10 damage. For every one size larger that the fire is, add 5 additional damage. Torches and other tiny fires deal ½ the damage of a small fire. FOR EXAMPLE, an enemy NPC is thrown into a medium fire. At the end of the turn, the game master makes a standard roll for a result of +1. The GM declares the fire has dealt 11 damage to the character. Fire damage does <u>not</u> ignore armor.

Fires inflict their damage after all other characters (both PCs and NPCs) have finished their turn. For every turn a character is damaged by fire, they must make a reflect save: if failed, a part of their body, clothing or equipment catches fire and the character suffers 1 burn counter.

WARMTH – Fires can warm adventurers at night or in cold environments. Warmth is the amount of heat, in temperature points (TP) the fire increases the personal temperature of a personal or object, depending on the distance they are from the campfire. See page XYZ to read rules about temperatures. Characters who are too close to a hot fire will suffer 1 burn counter for every turn they are too close.

Fire Warmth Given at Distance

Size	1 sp.	2 sp.	3 sp.	4 sp.	5 sp.
Small	+5 TP	+ 4 TP	+3 TP	+2 TP	+1 TP
Medium	–	+5 TP	+4 TP	+3 TP	+2 TP
Large	–	–	+5 TP	+4 TP	+3 TP

UNCONTROLLED – An uncontrolled fire is a small fire or larger that has grown beyond it's means or is not where it should be. Uncontrolled fires have the chance of spreading to adjacent spaces. Once a turn, the GM should roll 1d6 for each uncontrolled fire. On a 1, the fire spreads to an adjacent space of the game master's choosing.

OXYGEN DEPLETION – Fires are voracious consumers of air. If characters find themselves trapped in an enclosed space with a fire, they will be competing with it for oxygen. A tiny fire, such as from a torch, consumes 1 volume of air every five minutes (½ round). Small fires are more aggressive, consuming the same volume of oxygen in 1 minute. A medium fire will consume the same air in 3 turns. A large fire will consume the oxygen in 1 turn.

Outer-Space Vacuum

An adventurer who is exposed to the vacuum of outer-space or de-pressurization immediately receives a dying condition (see page XYZ), but may continue their turn as normal. A character can remain alive in a vacuum a maximum number of turns equal to their stamina points. FOR EXAMPLE, a character with 3 stamina points who enters a de-pressurized compartment receives a dying condition. They may survive in the vacuum for a maximum of 3 turns before becoming deceased. Once a character has left a vacuum and returned to a normal atmosphere, they no longer suffer from the dying condition given to them by the vacuum.

Light & Vision

Illumination

Most dungeons and abandoned space outposts are dark, making it necessary for characters to bring a portable light source with them. There are three general types of illumination that characters must contend with throughout their quests:

- FULL ILLUMINATION – Well lit area similar to day light or bright artificial light.

- PARTIAL ILLUMINATION – Objects, spaces and characters are barely lit and difficult to see. Spaces that are partially illuminated always have **Partial Cover** (see line of sight rules on page XYZ). Characters in partial illumination suffer from the **Partial Blindness** condition unless looking at or targeting spaces with full illumination.

- NO ILLUMINATION – Objects, spaces and characters are submerged in pitch black darkness and have **Full Cover**. Characters in spaces with no illumination are considered **Blind** (see page XYZ for more on conditions) unless looking at or targeting spaces with full or partial illumination.

When in a dark room, underground or in the blackness of outer-space, a portable light source will provide full illumination to spaces that are within range of the light source. Spaces outside the range of illumination are considered to have no illumination unless lit by another light source. At the GM's discretion, illumination may require line of sight to the light source (either partial cover or no cover).

Line of Sight

Anything an adventurer can see from their current position is considered within their **Line of Sight** (**LOS**). Line of sight is the ability to draw a straight line from a distant target (such as an enemy) to the space an adventurer is currently occupying.

For a character to have LOS to a target or space, the game master must be able to draw an uninterrupted straight line from any corner of the space the character occupies to any corner of the space the target occupies.

If the line of sight only touches a corner of a space with a barrier, obstacle or character (but does not enter it), or is adjacent to the targeted space, the space is still considered within line of sight.

However, if the line passes through any part of a space that is occupied by a barrier, obstacle or character (including the current character), then the target space is not considered within line of sight. Likewise, if the line passes parallel to the edge of a space with a barrier, obstacle or character in it, then the target space is also not considered within line of sight.

If a space is considered within line of sight of a character but only by 1 corner, the target is considered to have **Partial Cover** (read more about effects on page XYZ) unless the LOS enters into another space with partial cover, then the target has full cover.

Death

When a character's HP reaches 0 or less, the character is dead.

If an adventurer dies, the controlling player should begin creating a new character (see page XYZ for steps on creating a character). Although rare, some magic or abilities (such as "medicine") can delay or even reverse the effects of death.

Any treasure, items, weapons, etc. can be divided amongst the surviving party members in any way they choose. The total number of experience points (page XYZ) of the dead character should be reduced by 10% (rounded down), then transferred to the player's new character. The new character will begin at whichever level that the number of XP they have allows them to achieve.

At the game master's choice, the player's new character can join the adventuring party immediately, or delay the meeting until it is more logical to the story for the separate parties to meet.

Common Character Actions

Swimming

When a character enters deep or swift moving water, and every turn they remain in water, he or she must perform a swim ability test to prevent from drowning. For every point of encumbrance (page XYZ) an adventurer suffers, they receive a -1 to their ability test.

If a character succeeds at their swim test, they may continue entering water terrain (at a cost of 3 MV per space, see movement on page XYZ) or choose to stay afloat.

If the character fails their test, their head slips under the water. For every turn a character is underwater they receive 1 suffocation counter (see page XYZ) and sink deeper into the watery depths at a rate of 2 spaces per turn.

The maximum amount of time a character can swim in water, in rounds, is equal to their stamina points. FOR EXAMPLE, a character with 5 stamina points can swim for 5 rounds (50 minutes). A character's swim time is reduced by 1 round for each encumbrance counter they suffer. If a character ever has less stamina points then rounds they've been swimming, they automatically fail every swim test until they can get out of the water and rest.

Attacking to or from an underwater space is considered partial cover (see page XYZ).

Jumping

Often times characters may need to jump over perilous pits or out of the way of danger. Player characters can jump up a number of spaces in distance equal to their jump ability test roll, minus 3 (minimum ½ spaces). Alternatively a character may jump vertically up to 1 space in height instead of across.

If the jumping character moves in a straight line for a minimum of 4 spaces prior to jumping, they may double the distance or height jumped. FOR EXAMPLE, a character with a jump of 5 could jump 2 spaces in distance. If the character moved quickly in a straight line across 4 spaces prior to jumping, they could leap a total distance of 4 spaces, instead.

Listening For Noise

Intrepid characters who wish to know who or what may lay wait on the other side of a door may attempt to listen for distant sounds. Characters are considered to be able to hear sounds of "talking volume" up to a maximum distance equal to 5 x listen (in spaces). FOR EXAMPLE, a character with a listen 4 could hear an NPC speaking up to 20 spaces away.

Individual words can be understood at a distance equal to the listening character's listen ability number or less.

Other factors such as ambient sound or partitions will affect the final range (as determined by the GM). Characters cannot attempt to listen during a noisy event such as battle.

Searching an Area

Characters can search any space they occupy or adjacent spaces for 1 minute per space. For rules pur-

poses secret doors (see more on page XYZ) and traps (page XYZ) have a target number of 8. Hidden character's TN is based off their hide ability.

Throwing Objects

Characters are able to throw objects a distance (in spaces) equal to twice their range ability number. FOR EXAMPLE, a character with a range 5 could throw an object 10 spaces. At the GM's discretion, the optional encumbrance rules (on page XYZ) apply to the weight of the object, affecting the final distance thrown.

When throwing ranged weapons that are designed to be thrown (such as throwing stars), the range listed for that weapon should be used instead.

Digging

There may be a time, such as after a cave-in or avalanche, that an adventuring party will need to dig through dirt, rock, snow or rubble.

Characters who employ digging tools such as a spade can dig volume 1 worth of soil per hour for as long as they choose to dig. If a character is without any tools, multiply the time it takes by 3. FOR EXAMPLE, a character digging out a cave-in would take 3 hours to dig 1 volume of soil, if they were without a digging tool.

Holding Breath

A character who is forced to hold his or her breath can do so for a number of minutes equal to their stamina points. During this period, the character can perform light activities such as walking, opening a lock, or closing a door. If the character performs any strenuous activities (such as swimming or combat) the time they can hold their breath is reduced to ½ their normal duration.

If the character is still holding their breath after the duration of time has elapsed, they must make a fortitude save each turn. If they are successful, they remain conscious and can continue their turn as normal, but suffer 1 exhaustion counter each turn until they begin breathing again. If they failed, they fall unconscious and receive a dying condition (see page XYZ).

A normal humanoid character who is at rest will breath volume 1 air in 1 day (24 hours). If the character is engaging in light activities, they will breath 1 volume of air in ½ the time (12 hours). If the character is engaged in strenuous activities, the same amount of air will be consumed in 6 hours. See page XYZ for rules concerning fires and the oxygen they depelete.

Hanging Freely

An adventurer who is suspended or hanging midair (such as over a pit or chasm) by grabbing hold of a cliff edge, bar or precipice and not using their feet to support themselves is considered to be hanging freely.

A hanging character can hold on to a support for a number of minutes equal to their strength before being forced to let go and fall. Note that encumbrance penalties effect the number of minutes an adventurer can hold on before letting go. FOR EXAMPLE, a character who suffers 2 encumbrance penalties will also suffer -2 minutes of hanging time. A character who has 0 or less minutes of hanging time immediately falls.

If a character is hanging by only holding on to a support with one hand, they hang freely for only ½ the normal time.

Conditions, Effects & Abilities

In OPEN ADVENTURE characters will acquire and suffer from a variety of afflictions, diseases, poisons, and more known as **Conditions**. Conditions come from a variety of places ranging anywhere from traps to magic. Most conditions are not beneficial and should be avoided at all costs; although a few provide bonuses to the character with the condition.

Some conditions have levels such as "knock back 2" or "bleed 1". The number represents how many counters of that condition a player should make note of on their character record sheet. Conditions with more than one counter of the same condition will have it's effect become cumulative for each counter a character has on them. The effects of multiple counters is always explained in the description of the condition.

Special Symbols

Some conditions, abilities or effects use symbols to represent different aspects of the OPEN ADVENTURE game:

- The "❤" symbol represents health points (see page XYZ).

- The "⚡" symbol represents stamina points (see page XYZ).

- The "➜" symbol represents spending a free action to use an ability. Once used, the ability cannot be activated or used again until next turn.

- The "★" symbol represents power points (see page XYZ).

- The "☾", "☼", "◐", "✿", "O", "●" and "◑" symbols represent varying types of mana or psi points (see page XYZ).

Conditions List (Alphabetical)

Below is a list of common conditions, attack abilities and other effects; but this list should not be thought of as exhaustive. Rather, treat this list as an example of the types of conditions a GM can provide for his or her own campaign.

Bleed

EVERY MINUTE: Make a Fortitude Save for every Bleed Counter: If successful, remove 1 Bleed Counter. If failed, suffer -1♥.

Blind

If "Partial Blind": You suffer -2 to Attack and Defense. Otherwise: You suffer -4 to Attack and Defense.

Burn

EVERY TURN: You or an adjacent character may perform a full-turn action to remove 1 Burn Counter. You and all adjacent characters suffer -2♥.

Cold

EVERY ROUND: Fortitude Save: If failed, -1⚡ and -1 to all Saves until end of round.

Confuse

EVERY TURN: Will Save: If successful, remove 1 Confuse counter. If failed, -3 to all Ability Tests.

Defenseless

Your defense is 0. You are instantly killed if attacked by anyone within range and has line of sight to you.

Deplete

You permanently lose 1d6 x 1,000 experience points.

Dying

EVERY TURN: Suffer -1♥. Fortitude Save: If you fail, you die.

Exhaustion

You suffer -1⚡ and -1 to all rolls for every Exhaustion Counter. Rest 1 day: Remove 1 Exhaustion Counter.

Fear

You flee in fear away from enemies and other dangers for 1d6 minutes.

Fly

EVERY TURN: You may fly over characters, barrier-terrain and elevation 3 spaces or lower than your current space as if they weren't there. You must end your turn in an empty space.

Intoxication

EVERY ROUND: Will Save: If successful, gain +5 Charisma until end of round. If failed, suffer -2 Intelligence, -2 Perception and -1 Defense until end of round.

Invisibility

You cannot be seen by eyes alone. You gain +4 Defense.

Lycanthropy

You will become a lycanthrope of the same creature that attacked you in 4d6 days. You will begin to show signs of the disease in half that time. Once a lycanthrope, non-human PCs die immediately. If a human, you will become an NPC playable by the GM only.

Poisoned

EVERY TURN: Fortitude Save: If successful, remove 1 Poison Counter. If failed, you die.

Sleep

EVERY ROUND: If you are asleep, you cannot perform any actions this round. You suffer -8 Defense.

Starvation

Suffer -1⚡ and -1 to all rolls for every Starve Counter. Eat 1 meal: Remove 1 Starve Counter.

Stunned

EVERY TURN: If you are stunned, you can only perform one action this turn. Spend a standard action to remove 1 Stun Counter.

Surprised

EVERY TURN: If you are surprised, you cannot perform any actions this turn. Remove 1 Surprise Counter.

Suffocation

EVERY TURN: If you are holding your breath; suffer -5⚡.

Unconscious

EVERY MINUTE: If you are unconscious, you cannot perform any actions this turn. Remove 1 Unconscious Counter.

Attack Abilities List (Alphabetical)

Acid

EVERY TURN: Suffer -2d6❤. A random wood, leather or cloth item that's touched the acid is destroyed.

Age

You permanently age 1d6 x 10 years.

Entangle

EVERY ROUND: If you are entangled, you cannot perform any movement-based actions this turn. Reflex Save: If successful, remove 1 Entangle Counter.

Knock Back

ATTACK: After dealing at least 1 point of damage to a character, you may move them a number of spaces equal to the number of levels in knock back in a direction of your choice. You must have line of sight to the space the character lands on.

Reach

Your melee attacks target a space at a range equal to the reach number of the weapon. Reach can attack through spaces blocked by allied characters. At the attacker's discretion, attacks with reach may target all spaces between the attacker and it's target. You do not need to count range to perform these attacks.

Sweep

Your melee attacks target all adjacent spaces.

Part VI: Combat & Encounters

An "encounter" is when player characters meet one or more NPCs that are not members of the adventuring party. Encounters can lead to combat, conversation, cooperation or any number of other conclusions.

Encounter Checklist:
1. Roll to determine if an encounter occurs (random encounters only).
2. Choose or randomly select the type of NPC encountered (based off terrain).
3. Determine the number of NPCs encountered.
4. Place the encountered NPCs on the map.
5. Determine initiative & surprise for all parties.
6. Test morale, if needed (NPCs only).
7. Determine reactions (NPCs only).
8. If combat begins, see page XYZ.

Creating an Encounter

Encounters come in two types: planned encounters and random encounters.

Planned Encounters

At the GM's discretion, they may wish for the adventuring party to have a special encounter with NPCs, known as a **Planned Encounter**. A planned encounter takes place whenever adventurers runs into or meet one or more NPCs that were in a particular location (such as a room, starship or wilderness setting) by the GM design, before the party arrived. A planned encounter will often serve as a challenge for the player characters or a plot device for the GM to progress the story of the adventure or campaign.

Planned encounters will often offer a clue, helpful advice, valuable treasure or other challenge or reward. Game masters should refer to page XYZ for details on creating and balancing encounters between player characters and NPCs.

Random Encounters

Random encounters are encounters that takes place when the GM makes a random encounter dice roll and gets an encounter result.

Every eight hours of in-game time the GM should roll 2d6 and consult the table on page XYZ to determine if the party encounters any wandering NPCs. Encounter rolls will change depending on the type of terrain the adventurers are in when the roll is made and whether it is day or night at the time of the encounter roll.

Chance of Encounter (2d6)

Terrain	Day Chance	Night Chance
LOCAL MAP		
Indoor / Building	2-4	2-3
City / Civilization	2-4	2-3
Underground	2-4	2-4
OVERLAND MAP		
Trail / Highway	2-4	2-3
Ocean / Sea	2-6	2-6
River / Lake	2-6	2-4
Swamp / Marsh	2-7	2-8
Jungle / Rain forest	2-7	2-7
Forest	2-6	2-4
Plains / Grassland	2-4	2-3
Desert / Wasteland	2-6	2-4
Canyon / Cliffs	2-4	2-3
Hill	2-6	2-4
Mountain	2-7	2-6
Snow	2-6	2-4
Glacier / Ice	2-4	2-3
ASTRONOMICAL MAP		
Outer-Space	2-4	2-3
Nebula / Supernova	2-6	2-7
Asteroid Belt	2-7	2-5
Wormhole	2-4	2-4

When in a dangerous or heavily patrolled area, the GM should roll every round, instead.

The chances of an encounter happening are effected by the terrain that the player characters are in at the time of the encounter check. FOR EXAMPLE, an encounter would occur during the day near a river if the 2d6 roll was a 2, 3, 4, 5 or 6. On a trail or highway, however, an encounter would only occur during the day on a roll of 2, 3 or 4.

NPC Type Encountered

To determine what type of NPC is encountered, refer to the tables on page XYZ. The GM must first know the terrain type that the players are in when the encounter happens. The GM should choose an NPC from the list of the appropriate terrain type.

Fantasy Encounters

Plains / Grassland	Forest	River / Lake	Swamp / Marsh	Mountain / Hill
Air Elemental	Harpy	Water Elemental	Gargoyle	Black Dragon
Doppelganger	Elf	Venomous Snake	Ghoul	Centaur
Kobold	Spider, Giant	Salamander, Giant	Hag	Dwarf
Pegasus	Troll	Lizardfolk	Lizardfolk	Gnome
Vulpine	Fairy	Bandit	Medusa	Goblin
Minotaur	Wolf	Merman	Werewolf	Orc

Desert / Wasteland	City / Civilization	Underground	Ocean / Sea	Jungle / Rain Forest
Earth Elemental	Bandit	Animated Statue	Crab, Giant	Dire Rat
Felidae	City Guard	Centipede, Giant	Merman	Ogre
Fire Elemental	Ghost	Hell Hound	Venomous Snake	Felidae
Mummy	Zombie	Living Ooze	Hag	Goblin
Venomous Snake	Werewolf	Minotaur	Water Elemental	Orc
Troll	Gnome	Skeleton	Bandit	Fairy

The NPC lists on pages XYZ through XYZ, should not be considered exhaustive, but instead a sample of the types of encounters that a GM can design for their own adventure.

Alternatively a game master can randomly choose an encounter from the appropriate terrain type.

Number of NPCs Encountered

The GM may choose any number of NPCs that are encountered by the adventurers. However, many factors should be considered when determining an appropriate number such as the type of non-player character or characters encountered, the location that the encounter occurs, the time of day, the current weather and seasons, the activities of the NPCs and so forth.

If the encounter is one that the game master is believed will lead to combat, he or she should take care as to balance the encounter to insure neither side achieves an easy victory (unless that is the purpose of the encounter in the first place). Game masters should roll 2d6 x 10 to find the percentage of the adventuring party's **Total Party Level** (**TPL**) that the enemy NPCs TPL will be, then refer to page XYZ for rules on balancing encounters. FOR EXAMPLE, a GM rolls 2d6 and gets an 11. The GM multiplies 11 x 10 for a total of 110. The GM determines the enemy NPCs TPL will be 110% that of the player character party's TPL.

NPC Placement

During a planned encounter, the NPCs can be placed wherever would best suit the situation and activities of the NPCs. FOR EXAMPLE, a band of orcs sleeping could be encountered while resting on the ground inside their bed rolls. Because the situation of a planned encountered can be anything the game master wishes, they should use their discretion on where the NPCs best belong when first encountered.

When a random encounter occurs, the GM should place the individual NPCs nearby the adventurers. The GM may place each NPC in an empty space that has full or partial cover from the adventurers (see page XYZ for details on line of sight). If there are not enough empty spaces outside of LOS, the GM may place the encountered NPCs anywhere they wish.

Initiative & Surprise

At the start of every encounter, all parties must determine which group heard or spotted the other party first, allowing them to react first and gain **Initiative**. If one party is aware of the other parties presence soon enough, they may choose to **Surprise** the other group.

Initiative and surprise are only checked once, at the beginning of an encounter. At the GM's discretion, he or she may determine that itiative and surprise are automatically granted to a particular party, due to the circumstances of the situation when the parties first met (for example, an adventuring party walking down a dark hallway with a bright

Science-Fiction Encounters

Outer-Space	Wormhole	Asteroid Belt	Nebula	Frozen Planet
Military Starship	Non-corporeal Being	Flying Parasite	Pirate Starship	Abominable Yeti
Pirate Starship	Nucleogenic Cloud	Rock Worm, Giant	Reavers	Animal, Herd
Bounty Hunter Starship	Genetic Clone Starship	Pirate Starship	Bounty Hunter Starship	Wolverine, Giant
Merchant Starship	Space Amoeba	Mining Starship	Space Worm	Bear, Cave
Mining Starship	Extragalactic Jelly	Dushraki Starship	Reptoid Starship	Doppleganger
Private Starship	Species 4782	Ornithion Starship	Klangon Starship	Caveman

Desert / Lava Planet	City / Civilization	Supernova	Water Planet	Jungle Planet
Bat, Giant	Bandit	Pirate Starship	Basilosaurus	V'ruari
Scorpion, Giant	City Guard	Reaver Starship	Squid, Giant	Floating Brain
Insect Swarm	Vultan	Cosmic Cloud	Hydra, Sea	Xergling
Spider, Giant	Changling	Crystalline Entity	Calamorian	Living Ooze
Lizard, Giant	Android	Mining Starship	Crystalline Entity	Megalisk
Mutant	Dire Rat	Space Worm	Crab, Giant	Spider, Giant

torch or chem light would automatically lose initiative to and become surprised by enemy NPCs hiding in the dark due to the light giving away their approach).

Otherwise, the players should determine which character in their party is closest to an encountered NPC. If two or more characters are equidistant, the players may decide who amongst the nearest PCs or NPCs will make an initiative test. The character making the test will roll a perception test. The GM will elect one character from each NPC party or NPC type (GM's choice) to make a perception test as well. Depending on each party's test result, the following will occur:

1. The party with the highest perception test result wins initiative. All characters of that group may begin their turn first.

2. All other parties will compare their test result against that of the winner. If their perception test was 5 or more points less than that of the winning party, they suffer 1 surprise counter (see page XYZ).

3. If two or more perception test results are a tie, the party that rolled the highest number on their dice moves first. If there is still a tie, the PCs move first or there is a re-roll.

4. Each party will take their turn, starting with the party that won initiative followed by the party with the second highest perception test result and proceeding in a descending order until all parties have had a turn.

Morale

Morale is the measure of an NPC's courage. If the NPC is a retainer (see page XYZ) hired by a player character, it is also a measure of loyalty to the PC that hired them and the natural leadership presence of the employing character. An NPC will have their morale tested when in the face of danger or during combat.

Player characters never make morale tests because their actions are always decided by the controlling player. NPCs (including enemies, retainers or handled animals) will make a morale test when one or more of the following conditions occur:

- The NPC is put in a position of grave danger

- The NPC has lost half or more of their health points

- Half or more of the NPC's party members are dead, incapacitated or retreating

- Half or more of the hull's integrity points of the starship they reside in have been lost

When an NPC tests their morale, they will do so by making a will save. If successful, they stand their ground and continue fighting or completing their objective. If they fail, they suffer 1 fear counter (see page XYZ). See page XYZ for details on retreat and evasion.

However if the NPC is a retainer or handled animal, the PC that hired or handled them can attempt to prevent them from suffering a fear counter with a successful leadership ability test (if dealing with humanoids) or animal handling ability test (if dealing with animals). The ability test can be affected by NPC's **Loyal Points** (LP) towards the PC in charge of them.

Loyalty Points

Loyalty Points are a representation of how loyal an NPC is to the adventurer who hired or handles them. When an NPC is loyal to their employer or handler, they will have positive LP. When an NPC is disloyal to their employer or handler, they will have negative LP.

An NPC can never have both positive and negative LP at the same time.

If an NPC has collected loyalty points of one type but then receives an LP of the opposing type the two points cancel out resulting in the loss of both. The number of loyalty points an NPC has towards their employer is used as a modifier to the NPC's morale test. FOR EXAMPLE, a morale test would be increased by +2 if the NPC had 2 positive loyalty points to their employing player character.

Loyalty points can be gained and lost throughout an adventure based off the actions and words of a character. A GM must decide what exactly the hiring PC must do or say to earn the NPC positive or negative LP. FOR EXAMPLE, if an NPC favored brave adventurers, they may gain 1 positive loyalty point each time their employing character showed acts of bravery. Consequently, the NPC would gain 1 negative loyalty point for each act of cowardice their employing character exhibited.

Note the optional alignment rule can also effect loyalty points (see page XYZ).

Morale Points

Similar in function to loyalty points, **Morale Points** (MRL) act as either a position or negative modifier to a morale test. The difference between LP and MRL is that positive or negative morale points are gained through the overall conditions an NPC must endure.

Many different factors can affect morale points. Anything from adding delicious spices to foods eaten (to boost morale) to being overly-cold (which would lower morale) can have an affect on the willingness of an NPC to defect or stay with the adventuring party.

Reactions

An encounter does not necessarily mean combat will take place. Two parties that encounter one another may choose to work together, share information, trade in goods, run away from one another, etc.

NPC Reactions

Test Result	Reaction
1 or less	HOSTILE: NPC attacks, flees or surrenders.
2-4	AGGRESSIVE: NPC threatens the party. Re-roll in 1 minute with a -2 penalty to the roll.
5-7	NEUTRAL: NPC moves cautiously, but is not aggressive. Re-roll in 1 minute.
8-9	FAVORABLE: The NPC seems pleased or curious about the party. Re-roll in 1 minute with a +2 bonus to the roll.
10+	FRIENDLY: The NPC is friendly and often helpful to the party.

The players always choose how their characters will react in any given situation. NPCs controlled by the GM will have their reactions decided by the game master. Descriptions of enemies in **PART 7: NON-PLAYER CHARACTERS** on page XYZ will often detail the general attitude and behavior of enemies.

The GM may, however, choose to have the NPCs react in a certain way given unique circumstances.

If the GM wishes to randomly determine the reaction of an encountered NPC, the player character closest to the NPC should perform a leadership ability test. Apply negative modifiers if the NPC is naturally hostile or cowardly, and apply positive modifiers if the NPC is naturally friendly or courageous. The number from the leadership test determines how friendly or hostile an NPC may act towards the party FOR EXAMPLE, an adventurer who encounters an NPC performs a presence test to determine the NPCs reaction toward them. The PC has a presence of 7 and rolls a -1 for a total of 6. However, the game master decides that this NPC is cowardly and applies a -2 penalty to the presence test bringing it to 4. Since the player character got a total of 4, the GM decides the NPC is aggressive.

The GM can substitute any appropriate response with the ones listed in the reaction table. FOR EXAMPLE, the cowardly NPC may choose to betray or sabotage the party member at a later time instead of threaten them.

Combat

Once adventurers are ready to descend into a dungeon, travel through the wilderness or visit an alien world, they must also be ready to face whatever fierce or foul foe they run across. Often times, encounters with such creatures will lead to a violent battle, known as **Combat**.

> **Combat Time Line:**
> 1. Party who won initiative plays their turn.
>   A) Movement & combat actions are declared.
>   B) NPCs make a morale test (if needed).
>   C) Movement & combat actions resolve.
>   I. Invalid movements or actions are re-chosen and resolve.
> 2. Party with next highest perception test plays their turn (if surprised, skip their actions otherwise go to step A).

Before combat begins, all parties should make a perception test to determine initiative, surprise and turn order. See page XYZ for details on how initiative and surprise are determined.

Declare Actions

Each player may discuss amongst the party the best course of actions for the characters to perform, given their present situation. Once each player has decided what their character will do for the turn, they should inform the caller of their intentions.

The game master must decide beforehand what constitutes a valid declaration. Some GMs may require the players to be specific–detailing the exact location players intend to move their characters towards and what targets will be subject to the PCs attacks, magic, talents or other abilities. Other game masters, however, may only require a vague description with a general intention of what the PC is wishing to accomplish.

Once the players have formulated a strategy for their adventuring party, the caller will declare to the game master the proposed actions (including movement, attacks, standard, full-turn and special actions) of each player character and retainer of party. FOR EXAMPLE, the caller player may declare "Guld Novastar the renegade will move forward three spaces and attack the xergling with his laser rifle. Gaeriel Tull the cleric will begin conjuring up the 'cure wounds' spell."

Note that this step does not apply to the game master, and should not be performed by the GM during an NPC party's turn; but should be performed when the game master is playing as hireling or mercenary NPCs that are a member of the adventuring party.

Resolve Actions

Actions of the characters play out in any order chosen by the controlling players or (in the case of NPC parties) the game master.

On the player's turn, their characters <u>must</u> attempt to perform the actions declared during the "declare ac-
tions" step (see above). If a declared action becomes invalid or impossible to perform (such as moving to a location that became occupied after the player declared that their PC would move there), the player may choose a new valid target for their action or choose a new action of their choice. FOR EXAMPLE, Guld Novastar was going to take aim and attack a xerling with his laser pistol, but when the time came for Novastar to perform his attack, other characters from his party were blocking line of sight to the enemy. Guld Novastar may choose a new target to attack or select a new action instead.

Combat Actions

During combat, time unfolds slower than normal in what is known as tactical time (see page XYZ for details on tactical time). Tactical time is resolved in turns with each turn representing 6 seconds in-game.

During an combat, characters can perform one of three types of actions:

- Full-turn Action
- Standard Action
- Free Action

A FULL-TURN ACTION, as the name implies, is an action that takes 1 full turn of combat to complete. Examples of a full-turn action would be casting some spells or resolving certain conditions. For rules purposes, a full-turn action is considered to take 6 seconds.

A STANDARD ACTION is an action that takes half the time as a full-turn action. Characters can perform two standard actions in a single turn. An example of a standard action would be to perform one attack or move a number of spaces equal to the character's movement points. For rules purposes, a standard action is considered to take 3 seconds to complete.

A FREE ACTION is an action that takes place so quickly, it does not take any time to complete. Characters can perform any number of free actions during a turn. An example of a free action would be to yell a command or drop an item.

Some SPECIAL ACTIONS take place over longer periods of time, such as two or more turns. These actions should be divided into, and treated as a series of, standard or full-turn actions while in combat.

If a character wishes to perform an action not listed, the GM should decide whether the action could happen immediately, resolve in 3 or less seconds, or resolve in 4-6 seconds. If the action can be completed immediately, it should be considered a free action. If the action requires 1-3 seconds, the action should be considered a standard action.

Common Combat Actions

Action
FREE ACTIONS
Drop item / weapon
Lay prone
Speak
End spell / psi
STANDARD ACTIONS
Move
Attack (melee / ranged)
Aim
Dodge
Pick up item
Delay Action
Draw / holster weapon
Stand up from prone position
FULL-TURN ACTIONS
Wrestle
Light a torch / chem light
Use a starship system
SPECIAL ACTIONS
Use magic
Unarmed attacks
Don / doff armor
Perform ability test

If the action can complete in 4-6 seconds, it should be considered a full-turn action. Actions longer than 6 seconds are considered special (*see* above) and will be divided into multiple full-turn actions, minutes, rounds or longer.

A character may never perform a standard action then begin a full-turn action on the same turn. A full-turn action, as the name implies, requires an entire turn dedicated entirely to that sole action.

When performing actions during combat, a character may choose to perform their actions in any order they choose including temporarily suspending one action to begin and finish another. FOR EXAMPLE, a character may choose to move and attack (both standard actions) on the same turn. At an adventurer's discretion, they may choose to move a few spaces, attack, then finish their movement action.

Melee Attacks

Any character with a melee weapon may perform a melee attack. For unarmed attacks see page XYZ. Melee attacks must target characters adjacent to the

> **Attack Time Line:**
> 1. Determine line of sight (LOS) to target
> 2. Determine height/elevation of attacker & target
> 3. Determine illumination of target
> 4. Determine range to target (ranged attacks only)
> 5. Attack target

attacker (unless their weapon has reach, *see* page XYZ).

To perform a melee attack, the attacker makes a standard roll then adds or subtracts the result to their melee attack trait. That number is compared to the defender's defense trait. For every 1 point the attack is over the defender's defense number, 1 point of damage is inflicted. FOR EXAMPLE, an attacker with a melee attack of 8 rolls a -1, resulting in an attack total of 7. The defender has a defense of 5. The defender takes 2 damage (7 − 5 = 2).

Ranged Attacks

Any character with a ranged weapon (including a thrown weapon) may perform a ranged attack. The range of an attack may change depending on the die roll made during the attack (*see* below).

To perform a ranged attack, the attacker makes a standard roll then adds or subtracts the result to their weapon's maximum range. If the target is not within the range of the attack, the attack is a miss. If the target is within range, the modifier from the die roll is added to the character's ranged attack trait. That number is compared to the defender's defense trait. For every 1 point the attack is over the defender's defense, 1 point of damage is dealt. FOR EXAMPLE, an attacker with a ranged attack of 7 rolls a +3, resulting in an attack total of 10. The weapon the attacker is using has a range of 5 which is increased to 8 because of the +3 roll. The defender is within range of the weapon, meaning she is being attacked. The defender has a defense of 7. The defender takes 3 damage (10 − 7 = 3).

Unarmed Attacks

Unarmed combat is performed in the same manner as melee combat, except for two differences: first, the attacker must be attacking without using any weapons. Second, the attacking character may choose to attack their target with a **Kick** or a **Strike**. For clinching and wrestling, *see* page XYZ.

Kicks and strikes have the following rules that apply to them:

- KICKS are powerful strikes to a defender using the attacker's feet and legs. Kicks give a +2 Attack, but require a full-turn action to perform and the attacker suffers -1 Defense until the start of their next turn.

- STRIKES are fast and accurate hits using an attacker's fists and arms. Strikes can be performed twice as a standard action (up to four times in one turn).

The attacker only uses their strength trait as their melee attack number. FOR EXAMPLE, a character with a strength 4 would have a melee attack 4 when attacking unarmed.

Wrestling

Adventurers and NPCs can choose to **Wrestle** or grapple with another character by performing an unarmed attack (this attack is not affected by kick or strike penalties, bonuses or effects, see page XYS for rules about unarmed attacks). When wrestling, a character can try to grab and hold (known as "clinching"), take-down or pin another character.

While wrestling, all characters involved will have one of four possible wrestling statuses: free standing, clinching, take-down or pinned.

Wrestling Statuses

Status

Status
Free Standing
Clinching
Take-down
Pinned

Before wrestling, all characters involved are considered to be free standing. Any attacker attempting to wrestle with someone makes an unarmed attack against the defender. If their attack would deal at least 1 point of damage, they change the defender's wrestling status from free standing to clinching, instead.

On the defender's turn, they cannot perform any actions if their wrestling status is anything other than free standing except attempt unarmed attack in response (the defender may also continue to defend themselves against other attacks). A success means they can either choose to lower their opponent's wrestling status by one position (from free standing to clinching, for example) or raise their own status by one.

Each successful wrestling attack allows the attacker or defender to either raise their wrestling status by one

position or lower their opponent's status by one position. FOR EXAMPLE, two characters are wrestling. The attacker has a wrestling status of clinching while the defender has a status of take-down. On the defender's turn, they make a successful wrestle attack against their enemy and choose to lower their opponent's status one position to take-down as well.

A pinned character is helpless to defend themselves (see defenseless characters below) and cannot attempt to change their wrestling status any further unless released.

Movement

A character may choose to move a number of spaces on a local map equal to the number of movement points their character has for tactical time as one standard action. A character may choose to spend a total of two standard actions moving to move up to twice their movement points (see details on combat actions on page XYZ).

Additionally, for every 1 stamina point spent on this effect, a character may move 1 additional space (even if they have spent all their movement points). This ability is considered a free action. FOR EXAMPLE, a character with 6 movement points may choose to move 6 spaces as a standard action. The character attacks an enemy with their second standard action, then chooses to spend 3 SP to move 3 additional spaces. However, characters cannot spend stamina points they do not have. See page XYZ for more on stamina points.

Characters can move through spaces occupied by an allied character (someone on the same side as them), but never through spaces occupied by an enemy or other obstacles. Characters may move diagonally for the same cost of movement points as moving forward, backward, left or right. A character may never move diagonally between two spaces that are occupied with a barrier, obstacle or enemy.

Terrains and surfaces cost varying amounts of movement points to enter. See page XYZ for details on movement.

Delayed Actions

Characters may choose to delay one action until another character's turn. The character must first spend a standard action delaying their next action until another character's turn.

The player is not required to declare or reveal any details about the action they are delaying during the "declare actions" step of combat other than they are delaying their next action.

The character can perform the delayed action at any time until one or more of the following happens:

- The delayed character loses 1 or more HP

- The delayed character moves 1 or more spaces

- The delayed character performs their delayed action

A delayed action may be performed at any time by interrupting another PC or NPC's turn. Performing a delayed action is considered part of the delayed character's turn and not the current character's turn. Once the delayed action is over, the interrupted character's turn resumes.

A delayed action that is not performed will be lost at the beginning of the delayed character's next turn.

Aimed Attacks

When an adventurer wishes to steady their aim in hopes of making a better attack, they may spend a standard action "aiming".

To aim, a character must spend a standard action aiming <u>before</u> they attempt an attack. The next attack they make may then be an **Aimed Attack**. An aimed attack allows the character to re-roll any number of dice after rolling for the attack. The character must keep the second result. FOR EXAMPLE, a character spends a standard action aiming with their weapon. Their next action is spent attacking a foe. The adventurer declares they're making an aimed attack and rolls a 1 on the white die and a 5 on the black die (for a modifier of +1). The character chooses to re-roll the white die for a new roll of 5. Since doubles result in a 0, and both dice rolled 5's, the total modifier is now 0.

An aimed attack can be used by a character until one or more of the following events occur:

- The aiming character loses 1 or more HP

- The aiming character moves 1 or more spaces

- The aiming character changes, drops or holsters their weapon

- The aiming character performs the aimed attack

Dodge

When a character chooses to perform a **Dodge** action, they may force any attackers that target them to re-roll any number of their attack dice. The second roll must be used in place of the original roll.

A dodge action can be used by a character until one or more of the following events occur:

- The dodging character loses 1 or more HP

- The dodging character moves 1 or more spaces

- The dodging character performs another action

- The start of the dodging character's next turn begins

Prone Position

A character may lay flat on their stomach or back (in a prone position) as a free action. When prone, a character receives +2 defense vs ranged attacks, but suffers -2 defense vs melee attacks. Standing up from a prone position is a standard action.

Sneak Attacks

Characters who are sneaking from another character may attempt to make a **Sneak Attack** against the noticing PC or NPC.

To perform a sneak attack, a character must first:

- MELEE SNEAK ATTACK: Sneak to a space adjacent to the target character (weapons with the reach ability are an exception)

- RANGED SNEAK ATTACK: Sneak a number of spaces away or less from the target character equal to half the range of the weapon

When making a sneak attack; the attacker gains +2 attack against that character. Any damage dealt to the defender is automatically doubled. FOR EXAMPLE, a character sneak attacks an enemy with an attack 8. Since it's a sneak attack, the attack gains +2 for a total of 10. The attacker deals 3 damage which is automatically doubled to 6 damage.

A character who is targeting a specific body region (see page XYZ for details) may choose to gain +/- 2 to the body region hit location, instead of a +2 attack.

A character who attempting to sneak attack an enemy by wrestling may opt to change the target's wrestling status by two positions, instead of a +2 attack.

Dual-wielding Two Weapons

Characters can use two weapons if each weapon is one-handed and both hands are empty. If either weapon is two-handed, the weapon cannot be used with another weapon.

When using two weapons, an adventurer may choose which weapon of their equipped weapons they wish to use each time they attack. FOR EXAMPLE, a PC wielding a laser pistol and a slug thrower may choose

to attack with either weapon on their first attack of their turn. If they choose to make a second attack during their turn, they can attack with the other weapon or continue using their first choice.

Targeting Specific Body Regions

At the GM's discretion, a character attempting to strike a particular spot or region on their enemies body may make an attack then roll 1d6 and consult the table below. The attacking character may spend any number of power points (see page XYZ) they have that turn on adding or subtracting 1 point from the total rolled, for each power point spent this way.

Targeted Body Region

Roll 1d6	Body Region
1	Right Leg / Foot
2	Left Leg / Foot
3	Torso
4	Right Arm / Hand
5	Left Arm / Hand
6	Head

Temporary Damage

A weapon may be used to bear down or subdue, rather than kill, a foe. If a character chooses to inflict temporary damage, they must first declare to the GM that they are doing so.

Once declared, any HP normally lost from attack damage results in a loss of stamina points instead.

★ Power Points

Power Points (PP) are special bonuses characters can use doing battle. Power points can be used on weapon, armor and item abilities as well as certain talents. FOR EXAMPLE, a character with 2 power points wielding a combat rifle may use the weapon's ability that reads "★★: +1 Range" (this means 2 PP may be spent for a +1 to the attack range until end of turn).

For every +1 rolled on a standard roll during an attack, that attack gains 1 power point. Any unused power points disappear at the end of a turn meaning they cannot be saved or stored for later use. Similarly, any effects gained from the use of power points only last until the end of turn (unless otherwise stated).

Note -1 modifiers from attack rolls do no give an attacker power points, only positive modifiers. FOR EXAMPLE, a character makes an attack and rolls a +2. They receive 2 power points for that attack. On their next attack they roll -3. They receive no power points.

Defenseless Characters

Defenseless characters, not to be mistaken with characters with a defense of 0 or less, are PCs or NPCs in a position that prohibits them from defending themselves. When a character is unconscious (see page XYZ), bound up or pinned from wrestling, they are considered defenseless.

See page XYZ for details on the defenseless condition.

Cover from Attacks

When attacked, a character may receive a defense bonus if they are considered behind cover. Many different in-game objects may provide cover, such as tables, doors, trees and even other characters (both enemies and allies). There are three types of cover:

1. Full Cover (blocks line of sight)
2. Partial Cover (+2 defense)
3. No Cover

A character that has partial cover gains +2 defense against all attacks they are covered from. Partial or full cover can benefit both a defender as well as an attacker. FOR EXAMPLE, an underwater attacker would have partial cover gaining +2 defense. However, because the attacker is behind partial cover, their target receives a +2 defense from their attacks as well.

Refer to page XYZ for details on line of sight, and how blocking objects can effect cover. Page XYZ covers rules about illumination and it's effects in combat.

Attacking from High Ground

Attacking from a physically higher position can provide a bonus to attackers in combat. For every 1 space a character's head is above their opponent's, they receive a +1 to all attacks against that character up to a maximum of +3. FOR EXAMPLE, a human (who is 2 spaces tall), standing on a ledge 1 space higher than their opponent would receive a +1 to their attack. However, a PC only 1 space tall standing on the same ledge against an NPC 3 spaces tall would still be at a disadvantage to the NPC since the NPC would still be higher.

Characters who are 1 or more spaces lower than another character suffer a -1 attack penalty for each space lower that their heads are in relation to their opponent's. FOR EXAMPLE, a small character attacking a medium NPC would suffer -1 attack penalty since they would not be the same height as the NPC. Characters cannot melee attack a target two or more spaces higher than they are tall unless their weapon has reach ability.

Retreat & Evasion Time line:

1. Both parties meet one another. Go to step 2.

2. One party decides to evade. If the other party is surprised, the evasion is automatically successful (go to step 6). Otherwise, go to step 3.

3. The other party must decide on whether or not to pursue. Player characters decide for themselves, but NPCs must make a reaction test. If "aggressive" or "hostile", they give chase (go to step 4). If any other result, the group does not pursue, go to step 6.

4. The GM rolls for an evasion test. If the evaders succeed, they successfully evade their pursuers (go to step 6). If they fail, the pursuit continues, go to step 5.

5. The pursuit continues. Each party takes their turn as per the standard rules of combat with two exceptions: first, each turn both sides make a new initiative roll. The side with the higher result goes first. Second, NPC pursuers must make a morale test every five turns. The chase continues until one of the following happens:

   A) The pursuers give up or fail a morale test. Go to step 6.

   B) The pursuers pin or kill the evading party members due to attacks.

   C) The evading party escapes by making a successful evasion test. Go to step 6.

6. The evaders regain their bearings and attempt to take stock of their situation.

Retreat & Evasion

Characters who find themselves in a combat situation more deadly than they originally expected may wish to retreat and **Evade** their pursuers.

A party evading a group of PCs or NPCs will usually spot their adversary, decide to retreat, turn and run away. Before an evasion can occur, however, one or both parties involved must decide they wish to escape or retreat.

Player characters always make this decision on their own, but NPC parties must first make a morale test (see page XYZ). If an NPC party fails their morale test, they attempt to flee and evade their pursuers.

During an evasion, time is measured in turns. Most evasions are played out over a local map, but space evasions are played out on a stellar map, instead.

If the evading party attempts to run away before combat <u>and</u> the other side is surprised, the evasion is automatically successful.

However, if a party sees an enemy group attempting

Evasion Modifiers

Condition	Modifier
Evading party is faster	+1
Pursuing party is faster	-2
Evading party is 5 or less characters	+1
Evading party is 10-50 characters	-2
Evading party is over 50 characters	-5
Pursuing party is less then 10 characters	-1
Pursuing party is 25 or more characters	+1
Terrain is clear and open	-5
Terrain is filled with partial cover	+1
Terrain is filled with full cover	+3
Pursuing party has full illumination	-3
Pursuing party has partial illumination	+2
Pursuing party has no illumination	+5

to escape, they may choose to pursue the fleeing party. Player characters may decide whether or not they wish to pursue; but an NPC party must first make a reaction test (see page XYZ). If the test result is "aggressive" or "hostile", the NPC party pursues their prey.

Before the evading party begin their turn, the GM will make an evasion test. If successful, the evading party escapes their chasers. Each turn both parties evade or pursue one another, they suffer -1⚡ before playing their turn as a standard turn of combat.

If a character does not have any stamina points left, they can only move at ½ their movement points.

After all parties have had their turn, each party must make a new initiative test, with the party with the highest initiative test result playing their turn first. Every five turns the pursuing party must make a new morale test. If the pursuers fail a morale test, they no longer give chase.

If the pursuing party catch their prey, the GM should declare that the evading party can no longer run (due to reasons such as being backed into a dead end, forced to the edge of a cliff, etc.) and must stand and face their enemies. The party that attempted to flee may choose to fight their pursuers or surrender to them.

Evasion Test

To make an evasion test, the game master should roll 2d6 and consult the table on page XYZ. A result of 10-12 means the fleeing party successfully evaded capture.

Evasion Test

Roll 2d6	Evasion Result
2-3	Evasion Halted
4-5	Pursuit Continues
6-7	Pursuit Continues
8-9	Pursuit Continues
10-11	Successfully Evaded
12	Successfully Evaded

A result of 2-3 means the evading party cannot run any farther due to an unforeseen issue (such as running to a dead end, edge of a cliff or other cause), and cannot attempt another evasion test against that enemy party for 1 day. Any other result means the pursuit continues.

Several factors can add positive or negative modifiers to an evasion test. For each condition listed on page XYZ that is true during an evasion, apply the appropriate modifier to the evasion test.

Starship Combat

Battle in space unfolds very similarly as normal combat with a few exceptions. When a starship is in a battle, combat takes place on two different maps simultaneously: a stellar map where the starship cruises around outer space and a local map where the characters can move around the starship.

Before a starship weapon can be used, it must be fully charged. Each weapon has an individual charge time that must elapse before the weapon is charged. Once a weapon is charged, it can be used. Immediately after it's use the weapon will need to charge again before being used.

To use a starship weapon, the character using the weapon's control system must announce what they're targeting.

If they're targeting a structure with rooms, they must specify which room they wish their weapons to fire upon. FOR EXAMPLE, an adventurer may choose to target the room of a starship that has the life support system. If that weapon had the possibility to cause fires, it would be possible the LSS could catch fire.

If 1 or more points of damage is dealt to a room with a system in it, the attacker should roll 2d6 for each occupying system: on a 2-5 that system is broken. A broken system can be repaired with a successful repair ability test.

In starship combat, all characters take their turn before the vehicles move and perform any actions (such as firing their weapons).

See page XYZ for how starship weapon damage is handled during combat.

Part IX: Game Master Information

THIS SECTION SHOULD ONLY BE READ BY THE GAME MASTER! Before an adventure can begin and the PCs embark on their first journey, the GM must create a story or scenario that he or she can tell as the adventure unfolds. A game master should create imaginary characters, detailed maps, interesting stories with surprising plot twists and a believable world or galaxy. This section offers a step-by-step guide as to how to create a fun filled adventure or campaign (made up of several related adventures). This section also covers tips and tricks that will help playing the role of the game master easier or more fun to play.

Playing Your First Adventure

If the GM plays with new players who are inexperienced with OPEN ADVENTURE, or who have never played role-playing or adventure games before, the game master should allow the new players to read **PART 1: INTRODUCTION** on page XYZ. This chapter covers the basic concepts and setup of the game.

However, do _not_ teach new players the rules or specifics of OA and do not let the players read the rules beyond the introduction. Instead, encourage the new players to think about how they would react and handle the situation described (not necessarily their character). Allow the players to discover the game through interaction and exploration; not through the rules of this booklet.

A game master should become familiar with the rules of this booklet, memorizing as many of them as possible. The GM should handle most of the technical details about how the game is run while the players focus on their character's actions and responses. The GM or other experienced player should create PCs for the new players before the game begins and give the new players the corresponding character record sheets.

Introducing Game Rules Slowly

In a way, the GM should treat this booklet and all the rules contained within as a secret to keep away from the players. As a player becomes accustomed to playing the game, and their characters gain experience, slowly teach the player new rules about OPEN ADVENTURE.

The rules of this book are divided into four rule sets, known simply as **Sets**, that introduce the basics of playing the game. Teach only the rules listed for the set the players have earned access. With each new set a player will progressively learn more game rules.

Once a player's character has attained level 1, the game master should allow the player to read all

Basic Set Rules

Rule	Pages
Part 1: Introduction	XYZ
How to Create a Player Character (skip abilities and talents)	XYZ
Primary Traits	XYZ
Secondary Traits	XYZ
Attack & Defense	XYZ
Choose a Race	XYZ
Name Your Character	XYZ
Background	XYZ
Gaining a New Level	XYZ
Money	XYZ
Weapons & Armor	XYZ
Retainers	XYZ
Party Size & Composition	XYZ
Organizing a Party	XYZ
Maps, Spaces & Scale	XYZ
Time Measurement	XYZ
Movement & Travel	XYZ
Resting & Recuperation	XYZ
Falling Great Distances	XYZ
Light & Vision	XYZ
Death	XYZ
Common Character Actions	XYZ
Conditions	XYZ
Part 4: Magic	XYZ
Part 6: Combat & Encounters (skip evasion & retreat and mass combat)	XYZ

the rules belonging to the "basic" set. Next, after the player's character has reach level 2 (and every two levels afterwards) the GM should teach the player the new rules for the next appropriate set. There are four sets starting with basic then intermediate, expert and master. This delayed discovery of the game rules is known as BIEM (pronounced "beam"), which corresponds to the order the sets are introduced.

Basic Set (Level 1)

The **Basic Set** covers the minimum rules needed to play the game. The basic set serves as an introduction for new players. Players should read the rules listed in the table on page XYZ with the noted exceptions.

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Intermediate Set (Levels 2-4)

The **Intermediate Set** includes all the rules from the basic set, as well as the additional rules listed in the table on page XYZ with the noted exceptions.

Expert Set (Levels 4-5)

Master Set (Level 5+)

Creating an Adventure Campaign

A. Choose a Plot

A **Plot** is a background story and a series of events that tie an adventure together. A plot helps prevent an adventure from becoming a boring repetition of "open the door, defeat the enemy and take the treasure". A good plot should provide the players with a motivation or reason to embark on the adventure. Every plot should have a story, interesting characters, maps or floor plans for where the PCs will be exploring, and a reason for the characters to take on the adventure. Plots are divided into five phases:

1. INTRODUCTION – Introduces all of the main characters in the story. It shows how they relate to one another, what their goals and motivations are, and the kind of person they are. The players may have questions about any of these things, which should get settled, but if they do have questions they are specific and well-focused. Most importantly, in the introduction, the players get to know about each other's PCs, main characters and the villain or villains working against them. They also get to know their main goal and what is at stake if the adventuring party fails to attain their goal.

2. CONFLICT – This is the point of the plot that begins the conflict. It is the buildup of events until the climax. The motives and allegiances of all the main characters are made clear (at least for the most part), and all the sides involved begin to struggle against one another. Conflicts can generally be categorized as the party against another character (a villain type), against an organization or society (such as a religious sect or mega-corp), against a natural or animalistic force or even against one another.

3. CLIMAX – The climax is the turning point where the main characters make the single big decision that defines the outcome of the story and who he or she is as a person. This phase begins after the PCs finally clear away the initial barriers standing in their way and become ready to engage with their main adversary. Usually at this point of the adventure both sides have a plan to win against one another. Now is often the first time the players see their characters going against the main adversary in either direct or nearly direct conflict.

4. FALLING ACTION – In this phase, the villain has the upper hand. It seems that evil will triumph. The adventurers have never been farther from accomplishing their goal due to actions set in place by their adversary. However, usually, the PCs resolve the problem at the last minute.

5. RESOLUTION – The adventure's mysteries are solved and any loose

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ends are explained. The story (usually) ends with a happy ending.

A plot can be anything the GM can imagine. To help new or beginning game masters, some common plot objectives are listed below.

Sample Plot Objectives

#	Offensive Objectives	#	Defensive Objectives
1	Secretly place an item or person in a place of importance	7	Uncover a hidden item, spy or secret plot
2	Spy on an area or person and report what you find	8	Hide or disguise a person or item from being found or spied upon
3	Destroy an item, person or place of importance	9	Defend an item, person or place of importance
4	Capture an item, place or person of importance	10	Liberate or free an item, place or person of importance
5	Sabotage a certain area, item or person	11	Repair or restore a certain item or area, or heal a person of importance
6	Infiltrate into an area controlled by enemies	12	Escape from pursuing enemies or an area controlled by enemies

B. Decide on a Setting

A Setting is a description of the galaxy, star system or world the PCs will be adventuring in. A setting may also entail smaller, more local areas such as a town, outpost, dungeon or star base. A setting should be carefully chosen because it can greatly affect the theme and tone of the game that the player's play.

In total there are six different types of maps (see page XYZ) that a game master can create:

1. Galactic Map
2. Astronomical Map
3. Stellar Map
4. World/Planet Map
5. Overland Map
6. Local Map

A fantasy medieval themed-game, or any genre that is limited to the confines of a single world, may use the world/planet, overland and local maps. Science-fiction style games may use any or all of the six maps listed above.

Galactic and world/planet maps are much too large to be used by players for travel purposes. Instead, these two maps types are created strictly for informational purposes in showing major landmarks, continental or stellar outlines and dominion borders.

Game Materials

Although OPEN ADVENTURE can be played with nothing more than your friends or family, this rulebook and an active imagination, it is often helpful to be prepared with a few simple materials easily attainable and your local store or hobby shop. Such materials help bring the game alive by offering a visual cue and allows players to better keep track of the different elements of the game.

Figurines

To enhance the experience of the game, players can use small **Figurines** (often known as miniatures) to represent their characters. Figurines are tiny pewter or plastic molds representing various characters of mythology and story. Players can typically purchase figurines at their local game shop, make their own, or borrow one from a board game (such as the popular game of chess).

Players should use figures that resemble their characters and make certain the GM knows which figure represents their character. The tiny figurines should be lined up according to the marching order the party has decided upon. If using a grid mat or diorama (see below), the players will move their figures around the play area according to the speed of their character.

If players do not have access to figures, they can simply write on a sheet of paper the marching order of their characters.

Play Areas & Maps

Alternatively to map drawing, and in order to keep track of proper distances characters move in a local map, it is common to use a large grid to represent spaces (see page XYZ for the details on spaces) similar to the function of a chess board.

Grid Mats

Hobby and game shops often sell large, roll-able mats that have grids imprinted on them. These are known as **Grid Mats**, and typically have a large square grid on one side and a hexagon grid on the other. One space in the grid is typically 2½ cm or 1 inch on it's side.

If players do not have access to grid mats, grid paper can suffice as an alternative. Even better, a large poster-sized dry-erase board placed face up on the game table allows the game master to draw out the dimensions of rooms and obstacles and indicate the position of PCs and NPCs. Players can use a sheet of glass or Plexiglas for the same purpose.

If none of above-mentioned supplies are readily available, a bolt of yarn and some adhesive tape can create a gird. Tape one end of the yarn to a side of the game table, then span it across to the other side in a straight line parallel to the edges of the table then cut the yarn. Next, tape the other end to the side of the table. Measure 2½ cm distance from the first yarn length and repeat the process, running the second yarn strand parallel to the first. Continue these steps until you have several long lines spanning the length of the table. Now, continue the process again this time making the yarn run perpendicular to the first set of strands. In this manner, the yarn or string can be used to form a large grid. All of the supplies mentioned thus far can often be purchased at a local arts & crafts store.

Dioramas

A grid, while visually helpful, is not a requirement. Game masters can build a miniature **Diorama** to represent the play area. A diorama is a three-dimensional miniature model of the scene and scenario the players are searching. Various cardboard, plastic or metal props such as dominoes (placed on their side to represent walls) can be used to create the scene before the game begins.

Because there are no grid lines, one space is a measurement of 2½ cm or 1 inch. FOR EXAMPLE, a character chooses to move 6 spaces in a diorama.

The player would move their character 18 cm (3 cm x 6 = 18 cm) from their initial position. Rulers or measuring tapes are helpful in keeping track of distances. If a player does not have a ruler or tape measure, they can assume the length between their index finger's first and second knuckle (farthest from your hand) measure approximately 1 space, for measuring purposes.

Counters, Tokens & Props

Similarly to figurines, various arts & crafts items and other doodads can be used to represent enemy NPCs, in-game props, magic effects and radius, and much more.

Coins, dice, paper, beads, chits and cardboard cut outs are all easy-to-find materials players and game master alike can use. Often times small wooden cubes of various colors can be labeled with a number on it's top to represent the different races or species of enemy NPCs. Cubes painted four different colors labeled 0 through 9 can help track up to 40 different NPCs.

Bendable pipe cleaner or string can be shaped to take on the outline of the spaces on a map to show the range or radius of a spell or weapon's effect. Small items such as beads can be used to symbolize the number of health or stamina points a character currently has remaining. Likewise the above-mentioned tokens can be used as a representation of the number of monies a character is carrying on themselves.

Levels & Experience Points

A character's experience point number determines his or her level. The more XP a character earns, the higher level and power they gain. Experience points are an important part of any character. Only through the acquisition of XP will a character gain new health points, ability points, talents and higher tiered spells.

Earning XP

After an adventure has concluded, the game master assigns experience points to any surviving characters. Players should add the XP earned to a grand total of all XP an adventurer has collected over every adventure or campaign they've played in. If a character has collected enough experience points, they may promote to a higher level. See page XYZ for level rules.

Adventurers can gain new XP through two ways:

1. Defeating enemies in combat or similar challenges

2. Recovering treasures found on adventures or given as a reward for completing quests

Defeating Enemies

> Add the XP from all the foes defeated during the session and divide the value by the number of characters who helped defeat them. Award the resulting number of XP to all characters who participated.

Every foe that the characters defeat will earn them a number of XP equal to the foe's experience point value. The more foes defeated, the more XP earned. The total XP earned this way is divided amongst all the players who helped defeat the foes. The divided number is the amount of XP each character who participated in the combat earns individually.

Note that defeating enemies does not always require the destruction or killing of the enemies. Defeating an enemy could mean scaring it off (see page XYZ for morale) or avoiding a violent confrontation with it. The game master will decide what constitutes a victory over an enemy.

Recovering Treasures

> Add the total value of all treasures recovered during the game session (excluding magic items) where 1 sc = 1 XP. Divide the value by the number of players who participated.

Finding and retrieving treasures is not only helpful in providing wealth to the adventuring party, it also provides experience points. The total value of all treasures found during a game session (excluding magic items) is added up and divided by the number of players involved. This new number is the amount of XP each character earns individually.

However, not all treasure provides experience points. The types of treasure that give XP to characters are:

1. Treasure taken from defeated enemies

2. Rewards bestowed upon the adventurers as compensation or gratitude for completing a quest

3. Wealth found in areas related to a quest

4. Riches pilfered from successfully using the sleight of hand ability (see page XYZ)

Characters only get XP from wealth obtained during dangerous or challenging experiences.

Rate of XP Gain

As a general rule, the game master should organize game sessions to allow for enough experience points to be gained so that player characters and hired retainers should achieve a new level every five game sessions.

At that speed, level advancement doesn't come so often as to generate a sense of boredom or trivialize attaining a new level, but not so slowly as to cause frustration or a sense of stagnation amongst the players.

Many factors can affect the rate of XP that PCs gain such as the length of a game session or the frequency that the OPEN ADVENTURE game is played. Players who frequently participate in game sessions may gain new levels faster than players who play less often, for example.

A. Divide the Total XP Between Sessions

To better control the rate at which players gain experience points, the game master should offer a maximum amount of XP equal to the number of XP needed to attain each player's next level; divided by 5. FOR EXAMPLE, a level three character would need 4,500 XP to reach their next level. The GM would divide this number by 5 for a total of 900 XP that the game master would offer each game session until the player has reached a new level.

Maximum XP Per Session (Per Character)

Level	Max XP
0→1	100 XP
1→2	400 XP
2→3	900 XP
3→4	1,600 XP
4→5	2,500 XP

This calculation should be done for each character (including NPC retainers) then added together for one large experience point total. The experience point total is the number of XP offered to the party for each game session. FOR EXAMPLE, a party consisting of a level 2 mercenary (900 XP per session), a level 1 constable (400 XP per session) and a level 3 assassin (1,600 XP per session) would be able to collect <u>at most</u> 2,900 XP per game session.

Even though a maximum amount of XP is allowed every adventure, whether or not the player characters are clever or brave enough to find and earn the points offered is left to the individual PCs.

B. Divide the Session XP by Method

After a game master has determined the maximum amount of XP he or she will offer the party, the GM reward the XP based on three criteria:

QUESTS: Of all the XP offered, 50% of it should be given as a part of a reward or compensation after the player characters complete their quest or objective.

The character who originally hired the party to complete the adventure should only pay the party after the job has been finished, although they may choose to offer 50% of the total reward to the party upfront; paying the other half after the objectives are finished.

Characters will earn XP for each coin or credit awarded in this manner following the standard rules concerning characters attaining new levels on page XYZ. FOR EXAMPLE, after slaying a dragon to save a local village; the mayor of the town awards the party of four adventurers 16,000 sc as an expression of her gratitude. The GM would therefore award the band of heroes 16,000 XP, divided evenly amongst the group of four PCs, giving each character 4,000 XP (16,000 XP / 4 Characters = 4,000 XP).

TREASURES: As explained on page XYZ, treasures found while partaking on an adventure can earn characters experience points. Up to 25% of the maximum XP offered per game session should be given as a reward for every coin or credit the party discovers, or the number of coin or credit any uncovered treasure is in value. The amount of XP given to the party through found treasure is divided by the number of characters (including NPCs) in the party. FOR EXAMPLE, the four adventurers that slayed the dragon also found 8,000 sc worth of treasure and jewelry. The game master would award the party 8,000 XP divided evenly four ways (once for each character) for a total of 2,000 XP per hero (8,000 XP / 4 Characters = 2,000 XP).

COMBAT: The perils of facing and defeating enemies in combat can often prove deadly to characters. But the victories of combat are not without their rewards. A GM should offer up to 25% of the maximum XP per session through victories in combat. For each enemy defeated in combat, a certain amount of XP is rewarded to the party, divided by the number of adventurers who participated in the victory. See page XYZ for more details. FOR EXAMPLE, a party of four adventurers destroyed a number of monsters and other creatures to earn the party 8,000 XP, giving each character 2,000 XP (8,000 XP / 4 Players = 2,000 XP).

Maximum XP By Category (Per Character)

Level	Quests*	Treasures**	Combat**
0→1	250 XP	25 XP	25 XP
1→2	1,000 XP	100 XP	100 XP
2→3	2,250 XP	225 XP	225 XP
3→4	4,000 XP	400 XP	400 XP
4→5	6,250 XP	625 XP	625 XP

* = Each experience level, ** = Each game session

Ability Difficulties & Percentages*

Target Number	Roll At Least	Roll Exact	Roll At Most	Modifier
0	100%	3%	3%	-5
1	97%	6%	8%	-4
2	92%	8%	17%	-3
3	83%	11%	28%	-2
4	72%	14%	42%	-1
5	58%	17%	58%	0
6	42%	14%	72%	+1
7	28%	11%	83%	+2
8	17%	8%	92%	+3
9	8%	6%	97%	+4
10	3%	3%	100%	+5

*Based on a character with a standard trait value of 5

Tips & Advice on Game Mastering

The success and level of fun of a game session depends largely on the game master and his or her creation, the adventure. The GM should carefully map out the details and floor plans of the adventure before play begins. Even then, a GM will find it impossible to predict every possibility the players may choose. After all, there is only one game master but many players! It is not uncommon for players to find solutions, or pose new problems, that the game master had not thought of. For these reasons, it is important for a GM to remain flexible.

It is important for the game master to be fair, judging everything and making decisions without favoring one side over the other. The game master is there to insure the adventure is interesting for everyone involved, and that everyone enjoys the game. **OPEN ADVENTURE is not a contest between the GM and the players**! The game master should do his or her best to act neutrally when taking on the role of enemies or handling disputes between characters.

Playing Outside the Written Rules

Players will often surprise the game master by wanting their characters to do something unexpected. If this happens, don't panic. The GM should simply make sure everything is performed in a timely order given by the outline or sequence of events being used. Minor details can be filled in on the spot by the game master. The important thing is to keep the game moving. A good GM will learn how to handle both new ideas and unusual requests quickly and with creativity and imagination.

Often a game master can decide on a solution to a player character's actions not covered in the rules of this booklet. One quick method for a GM to decide whether a certain action or circumstance is possible, is to imagine the situation then how likely it would be for a normal adult to complete the action, then assign a TN based off the percentage chance of success. FOR EXAMPLE, an action or ability with a target number 5 would be successful for 58% of characters who attempt it, while only 3% of character could succeed at an action with a target number of 10. Another way of doing this is by assigning a number of +1's or -1's to a character before they perform an action.

FOR EXAMPLE, the GM is running a combat scene taking place near a narrow ledge next to a deep chasm. One of the player characters feels that certain death awaits them if they continue to fight and so decides they will take their chances jumping into the unexplored chasm. The player announces "Atelia wants to jump into the pit to escape!". There may be a remote chance she will grab hold of a ledge below or fall into a large pool of water at the bottom. The GM thinks about the situation for a moment and remembers that there is a small stream running through some of the lower levels of the maze. Even so, the flowing waters and pools are very small and would be incredibly difficult for a normal person to successfully target and land in. The game master figures that with the height of the chasm being 20 spaces deep, and the pools cloaked in darkness, only 3% of characters could pull off such a feat. The game master declares "Looking down into the chasm, Atelia can estimate an incredibly high likelihood of dying if she jumps. If your character decides to jump, make a jump ability test versus a target number of 10.

If you roll 9 or lower, your character will have perished; but if you roll a 10 or higher your character will survive. Do you still wish to jump?"

Applying +/- Modifiers

The game master may wish to help or hinder a PC based on certain ability tests due to situational circumstances that work for or against the character. The GM may give a bonus or penalty to the character's ability test depending on the difficulty of the action.

Bonus & Penalty Modifiers

Modifier	Description
+1 / -1	Minor influence
+2 / -2	Moderate influence
+3 / -3	High influence
+4 / -4	Severe influence
+5 / -5	Immense influence

FOR EXAMPLE, a character locked in mortal combat with an enemy lunges at his opponent only to have the enemy character throw sand into his eyes. The GM decides that the player character having sand in their eyes means they are considered to have the "partial blindness" condition and will suffer a -2 modifier to all future attacks until the PC can wash out their eyes. The player would note that their attack has been temporarily reduced from an attack of 8 to an attack of 6.

The Game Master Has Final Say

The game master always decides how the rules of this rulebook are used in the OPEN ADVENTURE game. A good GM will discuss with his or her players about problem areas within the game and consider reasonable requests by the players. However, the players should know that the GM is the one who makes the final decision in what is allowed and what is not. The game master's decision supersedes the players as well at the rules in this booklet.

If a disagreement is slowing or stalling the game, the game master may have to make a temporary solution to keep the game progressing, but agree to talk over the differences with any players involved once the adventure is over. If a player disagrees strongly enough about the decisions of the GM or how the game master runs the adventure, he or she may decide to quit the game. It is the responsibility of the GM to create an adventure that the players can enjoy.

Open Adventure Should Be Fun

The game master should make every effort to describe the scenes the player characters find themselves in in an effort to make it feel as "real" as possible. The GM can convey a sense of realism by describing what the PCs see, hear, feel, smell and even feel. When NPCs talk with the player characters, the GM should speak as they would, giving life to the non-player characters.

The game master should also describe a sense of time (such as the time of day) to the players so they are aware of any urgency, how long they've been adventuring, and how much time as progressed since they began.

A Balanced Game is a Fair Game

The GM should always maintain a balanced game when it comes to difficulty and rewards given for when characters take risks. The treasures should be appropriately balanced in worth and function by the dangers that had to be overcome. Some groups prefer adventures where attaining new experience levels happens swiftly. In such a case, enemy NPCs should be more difficult to compensate for the increase of treasure rewarded to the PCs. Other groups prefer to focus on the development and story of their character, and care less about experience level advancement. If enemies, traps and other surprises are too deadly, the parties may be reduced by too many deaths–not allowing players to fully explore the roles of their characters. See page XYZ for details on running a balanced adventure.

Never Allow Meta-Gaming

A player should never be allowed to make his or her PC act on information they would not know or would have no way of knowing (seeking revenge on an NPC that killed one of the player's previous characters, even though the current PC and NPC have never met). The GM should inform all of the players before the adventure begins to only have their character behave and act within the knowledge and situation they have experienced. If a player forgets to have their character behave within their own knowledge, the GM should remind them that they are role playing poorly. The game master should forbid these types of actions and ask that the player make a more appropriate choice for their player character.

Mapping

The game master should draw an outline or floorplan on any buildings, spacecraft or outdoor area on square grid paper (if for an indoors scene) or hexagon grid paper (for outdoors or outer-space scenes) before gameplay begins. This will allow the GM to better understand the layout and dimensions of the area the party will describe, and allow the game master to describe the scene in a hasty manner.

For the player tasked with mapping a previously explored area, mapping can be a difficult task. The GM

should describe the length, width, height and/or depth of a room or region in units of "spaces" (see page XYZ for details on spaces). This will allow for an easy-to-understand description of the map, and save time. Scale is very important when describing the scene in spaces.

Whenever players are expected to know the shape of a stronghold, the GM should draw an outline to show the mapper. To save time, the GM may even draw parts of complex or oddly shaped rooms or regions. However, this should be avoided as much as possible and only done in extreme situations. Players should become skilled and talented at drawing maps based off the game master's descriptions, and will only become better by practicing and learning to do it themselves.

NPC Descriptions

When describing NPCs and enemies when first encountered by an adventuring party, the GM should take care to describe what the NPC looks, smells, sounds and at times feels like instead of merely providing the name or type of NPC the players have encountered. The players will eventually come to recognize the name of the NPC by it's descriptions alone.

Advanced Game Mastering

This section covers instructions on how game master can take OPEN ADVENTURE beyond the rules laid out in the booklet; including how to create custom enemies, magic items and more.

Unlimited Experience Levels

After a player character has attained the 5th and final experience level, the GM may wish to continue allowing PCs to climb in experience levels.

A GM should note that this rule variant is optional and can be overlooked at the game master's discretion. 5th level characters can continue level advancement through two methods:

1. Characters focus on earning more currency, thus affording themselves greater opportunities and wealth

2. The game master allows players to utilize the "unlimited experience levels" rules outlined below

As explained on page XYZ, player characters should reach a new level once every five game sessions. However, starting at level 5, characters can continue gaining new levels at the rate of a number of game sessions equal to the level a character wishes to reach. FOR EXAMPLE, a level 7 character looking to reach level 8 would have to play, on average, eight game sessions before reaching level 8. A level 15 character would have to play approximately 15 game sessions

before seeing his or her character promoted.

The total XP required to attain a new level is equal to the level number multiplied by half of itself, then multiplied by 1,000. FOR EXAMPLE, to calculate the number of XP required to reach level 8, a player or game master would multiply half the level number with the actual level number, then multiply the total by 1,000 (4 x 8 = 32 x 1,000 = 32,000 XP).

Unlimited Levels Requirements

Level	Game Sessions	Max. XP Per Session	Min. Total XP Required
VI	6	3,600 XP	18,000 XP
VII	7	4,900 XP	24,500 XP
VIII	8	6,400 XP	32,000 XP
IX	9	8,100 XP	40,500 XP
X	10	10,000 XP	50,000 XP

The maximum number of XP a game master should offer a player per game session is equal to the PCs level multiplied by itself then multiplied by 100. FOR EXAMPLE, a level 9 soldier would have a maximum of 8,100 XP to collect and earn each game session (level 9 x 9 = 81 x 100 = 8,100 XP).

Note the game master may have to create new talents, magic, enemies, treasures, technologies and so forth to keep pace with the character's new powers.

Creating Custom NPCs

OPEN ADVENTURE lists a variety of friendly and enemy NPCs in **CHAPTER VII: NON-PLAYER CHARACTERS**. However, if a game master wishes to design their own NPCs, or make custom enemies, then they should follow the steps below. Use the descriptions and tables below as guidelines. Whenever a rule states to multiply a number by the NPC's level, level 0 NPCs should always be multiplied by ½ (rounded down) instead of 0.

A. Decide the NPC's Level

An NPC should have a defined level associated with them. In OPEN ADVENTURE, an NPC can be listed as level 0 (just starting out) to level V (the maximum level of a character). If the GM is using the optional "unlimited levels" variant outlined on page XYZ, non-player characters can theoretically be any level 0 or higher. It is recommended that if an NPC will likely fight a player character in combat, the NPC be of the same or similar level. This offers a challenge for an adventurer, without making combat too easy (and a sense of feeling mundane) or too difficult (and causing despair amongst the players for being so easily defeated).

Each level has associated with it a recommended number of **Character Points** (**CP**). Character points are points that should be distributed amongst a character's six primary traits (strength, perception, intelligence, dexterity, charisma and health) as well as the optional seventh primary trait of magic. See page XYZ for details on creating a character.

NPC Level & Character Points

Level	Character Points
0	25
I	30
II	35
III	40
IV	45
V	50

Level 0 NPCs are recommended to have 25 points, with each successive level gaining 5 additional CP than the previous level. FOR EXAMPLE, a level 2 NPC would have 35 CP, and a level 3 would have 40 CP.

B. Determine the NPC's Primary Traits

After the GM has decided on a level for the NPC and has a number of character points to distribute amongst the non-player character's primary trait points, the GM may begin shaping the strengths and weaknesses of the character. The GM should follow the steps below to insure they create an NPC that offers a challenge for the player character, but is not too strong or weak. The game master insure that the total sum of all of the NPC's primary trait numbers do <u>not</u> exceed the CP for the NPC's level. FOR EXAMPLE, a level 3 NPC should never have more than 36 character points distributed amongst the seven primary traits.

1. DECIDE THE NPC'S STRENGTH, PERCEPTION OR MAGIC TRAITS: Most NPCs will serve as a challenge for player characters in the form of an enemy in combat. An NPC's attack trait will determine how much damage they could potentially inflict upon a PC. Attack is divided into two parts: the NPC's strength (if they're attacking with a melee attack) or perception (if they're attacking with a ranged attack) and their weapon's damage number. Some NPCs will not have weapons, instead choosing to attack unarmed–while

Custom Enemy Stats

Level	Health Points	Exp. Points	Bonus XP	Character Points	STR/PER/MAG, DEX	Specials
0	2 HP +/- Roll	5 XP	1 XP	25	5-6	0
1	5 HP +/- Roll	10 XP	2 XP	30	6-7	1
2	10 HP +/- Roll	20 XP	4 XP	35	7-8	2
3	15 HP +/- Roll	30 XP	6 XP	40	8-9	3
4	20 HP +/- Roll	40 XP	8 XP	45	9-10	4
5	25 HP +/- Roll	50 XP	10 XP	50	10+	5

some NPCs will have natural weapons (such as claws, teeth, or breathing fire). Natural weapons should be treated the same as any other weapon type, for NPC creation purposes.

If an NPC is particularly challenging in combat because of their magic trait, that should be the highest number.

The game master should decide if they wish for their NPC to be strongest at melee attacks (including unarmed attacks), ranged attacks (including thrown weapons) or magic using. Then, the GM should choose a strength, perception or magic trait number from the table below. Note it is recommended an NPC's strength, perception or magic primary trait number be equal to their level + 5.

FOR EXAMPLE, a game master decides to create a level 3 NPC that is a proficient ranged fighter. The GM chooses the recommended perception value of 8 for the NPC.

Recommended NPC Primary Trait Numbers

Description	Trait Number	NPC Level
No Experience	5 or less	0 or less
Novice	6	0 or I
Basic	7	I or II
Skilled	8	II or III
Expert	9	III or IV
Master	10	IV or V
Grandmaster	11 or higher	V or higher

2. DETERMINE THE NPC'S DEXTERITY NUMBER: Similarly to the non-player character's attack number, the NPC's dexterity should be determined using the table listed above. In general, it is recommended an NPC's dexterity be equal to their level + 5.

3. ALLOCATE REMAINING CHARACTER POINTS: The GM should have several character points remaining to allocate amongst the NPC's four remaining primary traits. To determine the number of points remaining, add together the NPC's strength (if primarily a melee fighter), perception (if primarily a ranged fighter) or magic (if primarily a magic caster) and dexterity trait numbers; then subtract the total from the NPC's maximum character points (determined on step 1 on page XYZ).

The number is the amount of CP left to allocate amongst the remaining primary traits. FOR EXAMPLE, a level 4 NPC would have 45 character points. The game master places 10 CP into the NPC's magic and 9 points into dexterity for a total of 18 (10 magic + 9 dexterity = 18). The GM would have 27 CP remaining. See CHAPTER 2: PLAYER CHARACTER CREATION on page XYZ for details on creating a character.

C. Determine the NPC's Secondary Traits

The next step to creating an NPC is to determine their secondary trait numbers.

Recommended Weapon/Armor Numbers

Item Quality	Damage/Toughness
No Equipment	–
Poor	+1
Moderate	+2
Good	+3
Great	+4
Exceptional	+5
Unique	+6

1. DECIDE THE NPC'S WEAPON DAMAGE: To determine an NPC's attack trait, the game master should first determine the character's weapon damage then add that number with their strength (if the weapon is melee) or perception (if the weapon is ranged, including thrown). If the NPC is unarmed, the GM should choose "0" as the damage number.

Consult the table above for a list of damage numbers based off the quality of the weapon chosen.

It is recommended that most weapon's be of "moderate" quality (inflicting 2 damage), with an increase of +1 damage for every two levels higher than 0 that is the NPC's level. FOR EXAMPLE, level 0 and 1 NPCs would have "moderate" weapons but a level 2 NPC would have "good" weapons and armor,

2. DECIDE THE NPC'S ARMOR TOUGHNESS: Similarly to determining the NPC's weapon damage (see the previous step above), the game master should find the NPC's defense number by first finding the armor quality the NPC has, then adding that value with their dexterity number. It is recommended that most armor has a "moderate" toughness, with each two successive levels of the NPCs wearing one quality higher of armor. FOR EXAMPLE, a level 0 or 1 NPC would be found with "moderate" armor, while a level 2 or 3 NPC would have "good" armor. A level 4 or 5 NPC is recommended to have "great" armor.

3. DETERMINE NPC'S HEALTH POINTS: To determine the recommended number of HP an enemy should have, multiply their level by 5. FOR EXAMPLE, a level 5 enemy would have 25 HP. A Level 0 enemy would have 2 HP (rounded down). For additional variant, make a standard roll and apply any negative or positive modifiers to the HP number (minimum 1 HP). FOR EXAMPLE, the game master makes a standard roll for a level 3 NPC and gets a +3, adding it to the NPC's base 15 HP for a total of 18 HP (3 + 15 = 18 HP). Characters that have a base HP of 20 or higher should be adding or subtracting 10% (rounded down) of the base XP for every positive or negative modifier rolled.

4. DETERMINE EXPERIENCE POINTS REWARD: The recommended number of XP an enemy should give to a party when defeated is dependent on their level. Multiply the level of the enemy by 10. FOR EXAMPLE, a level 3 enemy would provide 30 XP when defeated.

5. DETERMINE SPECIAL ABILITIES & EQUIPMENT: Every enemy should have a number of special abilities, magical items or special equipment equal to their level. FOR EXAMPLE, a 2nd level enemy would have 2 special abilities, or 1 special ability and 1 special item. Generally, a special ability is a power that can be used during combat, but which is not characteristic of basic survival skills. For example, a flying creature does not get an asterisk for good maneuverability, but it may have a swoop ability.

For every additional special ability or item the enemy has, bonus XP equal to the enemies level multiplied by 2 should be provided to a party for defeating the adversary. FOR EXAMPLE, a level 3 enemy would normally have 3 special abilities. If the NPC had a fourth special ability, the adventurers would receive 6 bonus experience points (level 3 x 2 = 6 XP).

Open Adventure

Character Record Sheet

Character's Name: _____

Race: _____ Role: _____

Level: _____ XP: _____

Age: _____ Guilds: _____

Size: _____ Weight: _____

STRENGTH

PERCEPTION

INTELLIGENCE

DEXTERITY

CHARISMA

HEALTH

MAGIC

_____
strength abilities

_____
perception abilities

_____
intelligence abilities

_____
dexterity abilities

_____
charisma abilities

_____   _____
max health   max stamina

_____

character sketch

REACTIONS   INITIATIVE

ATTACK   **DEFENSE**

HEALTH POINTS   **STAMINA POINTS**

WEAPON	ABILITY	ARMOR	ABILITY
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

TALENTS

tactical   cautious   overland

MOVEMENT

LANGUAGES _____

ALIGNMENT _____

FORTITUDE

REFLEX

WILL

EQUIPMENT CARRIED

ITEM	ABILITY	WT.	COST

max carry	max lift	max push/pull	

TOTAL: _____ / _____

ENCUMBRANCE: ○ ○ ○ ○ ○

SPELLS & PSIONICS

MAGIC	TIME	RANGE	COST

☾   ☼   ◉   🍃   ○   ●

APPEARANCE

Gender: _____   Hair: _____   Eye(s): _____

PERSONALITY

Religion: _____   Diety(s): _____

BACKGROUND / HISTORY

Origin: _____

Tech Level: _____

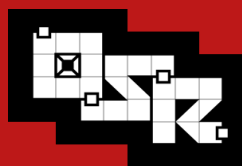# CONDITIONS, INJURIES & ILLNESS

MONEY & TREASURE

Open Adventure

OPEN ADVENTURE fantasy & science-fiction game is not your ordinary game! Every adventure is like writing a collaborative novel with you and your friends or family. Players take on the roles of elves, androids, dwarves, changlings, minotaurs or humans (amongst many others) and travel through a fantastic world or mysterious galaxy filled with dangers and excitement. Adventurers will wander through terrifying dungeons or frightening starbases conquering enemies, solving puzzles and evading traps.

OPEN ADVENTURE has never been easier to play than now! This rulebook contains all the rules necessary to begin playing and running your own adventure today. The rules have been written and organized so that people who have never played before can begin playing with minimal preparation and supplies. OPEN ADVENTURE can be played by any young adult age 10 and up. The entire family will enjoy exploring every facet of the game as they set out to complete their own OPEN ADVENTURE. With hundreds of features, including:

- Guidelines to develop and play imaginary characters from levels 1 through 5
- Comprehensive lists of over 85 weapons, 30 armors, and a multitude of expedition gear, siege weaponry, kingdom building materials, starship systems and more
- 55 abilities each character can skillfully use in completing their quest for glory and wealth

- 60 talents divided amongst 5 different character archetypes for personalizing a player character's capabilities and your own unique play style
- 20 different races and species, with the option of creating your own or using one not listed in the rulebook
- 52 magical spells and mysterious psionics allows characters to harness supernatural powers to overcome the perils of the game

…no two adventures will ever be alike! If your character is smart enough and strong enough, they'll discover treasure and wealth beyond imagination! However, the journey will not be an easy one and is not for the faint of heart. Death will come easy to those who do not think. Beware; for your character has less than a 20% chance of survival…

Thus warned, shall ye enter? If so–grab some dice, your friends or family and discover where your open adventure of the imagination will take you tonight!