

# Open Adventure

geekguild.com/openadventure

## Pocket Quest v.1.43

OPEN ADVENTURE is a role playing game for persons 10 years of age or older. One person acts as a referee and narrator known as a **Game Master (GM)**. The others play the roles of fantasy or sci-fi **Characters (CHR)** and are called **Players**. Each player is in control of an imaginary CHR known as a **Player CHR (PC)**. Other imaginary CHRs are played by the GM and known as **Non-player CHRs (NPCs)**. A group of CHRs (PCs and/or NPCs) are known as a **Party**.

## Dice Mechanics

When a CHR's ability must be tested, describe the actions dramatically then roll **1d6-1d6** and apply the result to the trait being tested. This is known as a **Standard Roll** or just "Roll".

## Character Creation

1. Write down the PC's seven **Primary Traits**: **Strength (STR)**, **Perception (PER)**, **Intelligence (INT)**, **Dexterity (DEX)**, **Vitality (VIT)**, **Charisma (CHA)** and **Magic (MAG)**.

2. Write down the PC's 12 **Secondary Traits**. Each secondary trait is based off one primary trait: **Health Points (HP)** = VIT. **Stamina Points (SP)** = VIT. **Skills (SKL)** = INT. **Language Points (LP)** = INT. **Fortitude Save** = VIT. **Reflex Save** = DEX. **Will Save** = INT. **Melee Attack (MA)** = STR + **Weapon Damage (WD)**. **Ranged Attack (RA)** = PER + WD. **Unarmed Attack (UA)** = DEX. **Defense (DFS)** = DEX + **Armor Toughness (AT)**. **Mana Points (MP)** & **Psionics Points (PSI)** = MAG (see the "magic" sheet).

3. Choose an **Archetype (ARC)** and write down all bonuses and determinants. Treat missing primary traits as 0. Optionally, you may **Dual Arch** by choosing two ARCs, halving all bonuses & penalties (rounding down) and combining the stats together. For mutually-exclusive stats, always choose the more restrictive of the two.

4. Choose a race or species, pick a number of feats as allowed by the ARC chosen and record all +/- modifiers.

5. Add 3d6 **Character Points (CP)** to any of the primary traits in any order. No primary trait may have less than 1 CP (MAG exempt) or greater than 10 CP.

6. Start with 3d6 money. Buy weapons, armor & equipment.

7. Think up a PC name, background, profession and personality.

## Archetypes

**ARCANIST**: PER 2, INT 6, CHA 4, MAG 8, 5 Feats, **Movement Points (MV)** 7, +2 SKL (INT), 1d6-1 HP per **Level (LVL)**.

**FIGHTER** – STR 6, INT 2, DEX 8, VIT 4, 4 Feats, MV 6, 1d6+1 HP per LVL.

**HEALER** – STR 4, PER 2, CHA 6, VIT 8, 4 Feats, MV 5, 1d6+1 HP per LVL.

**LEADER** – PER 4, INT 6, CHA 8, VIT 2, 4 Feats, MV 6, +1 SKL (INT), 1d6-1 HP per LVL.

**MARKSMAN** – PER 8, INT 4, DEX 6, CHA 2, 3 Feats, MV 8, 1d6 HP per LVL, +1 **Power Point (PP)** per **Attack (ATK)**.

**SCOUT** – STR 2, PER 6, INT 8, DEX 4, 5 Feats, MV 7, 1d6 HP per LVL. -1 SKL (STR), -1 PP per ATK, -1 SP.

**WARRIOR** – STR 8, DEX 2, CHA 4, VIT 6, MV 5, 1d6+2 HP per LVL, +1 Fortitude.

## Races & Species

**DWARF** – Size: Small. Feats: Heat Vision, Poison Resistance, Dark Vision, Improved Climb, Fear Resistance. +4 SKL (STR), +1 Will.

**ELF** – Size: Medium. Feats: Magic Resistance, Heat Vision, Improved Listen, Sprint, Illusion Resistance. +3 SKL (DEX), +2 LP (Dwarf), +2 LP (Hobgoblin). -2 SKL (STR).

**HUMAN** – Size: Medium. Feats: Sprint, Improved Jump, Improved Climb, Improved Swim, Fear Resistance. +1 SKL (STR), +3 LP (Any), +1 Will.

**KLANGON** – Size: Large. Feats: Sprint, Improved Jump, Dark Vision, Fear Resistance, Improved Climb. +3 LP (Megalisk), +2 SKL (STR), +1 SKL (PER). -1 Reflex.

**VULTAN** – Size: Medium. Feats: Psionics Resistance, Heal Self, Heat Vision, Illusion Resistance, Improved Listen. +5 SKL (CHA).

## Feats

**DARK VISION** – Can see in "no illumination" environments as if in "partial illumination" environments—up to 6 spaces away. Cannot see color when using this ability.

**FEAR RESISTANCE** – +2 Will vs fear & charm.

**HEAL SELF** – Once per day, you may spend a full-turn action to heal a num-

ber of HP equal to the CHR's LVL.

**HEAT VISION** – Can see bodies of heat in "partial illumination" and "no illumination" environments up to 6 spaces away. Cannot be used to detect cold blooded CHRs.

**ILLUSION RESISTANCE** – +1 to skill tests, saves and DFS vs illusions and illusionary effects.

**IMPROVED CLIMB** – +2 to climb skill tests and MV when traveling through vertical terrain.

**IMPROVED JUMP** – +2 to jump skill tests and jump distances.

**IMPROVED LISTEN** – +2 to listen skill tests and listen distances.

**IMPROVED SWIM** – +2 to swim tests and MV when traveling through water terrain.

**MAGIC RESISTANCE** – Immunity to paralysis, +2 Will vs sleep & magic spells.

**POISON RESISTANCE** – Immunity to disease, +1 fortitude vs poison & paralysis.

**PSIONICS RESISTANCE** – Immunity to ESP, +2 Will vs charm & psionics.

**SPRINT** – Spend 1 SP to gain twice the number of remaining MV until **End of Turn (EOT)**.

## Experience Levels

Every PC starts at LVL 0. As CHRs collect **Experience Points (XP)**, they may reach a new LVL after collecting **New LVL<sup>2</sup> x 500** XP. Once a new LVL is earned, each CHR gains a number of extra HP (according to their chosen ARC), 1d6 extra SKL, and can cast MAG of the same tier or lower as their new LVL.

## Space & Time

A **Space** is a measurement of distance a CHR can walk, run, climb, and so forth. spaces can be represented by grid squares or hexagons on grid mats or graph paper. spaces can represent both horizontal as well as vertical lengths. In most situations, 1 space = 1 meter.

In-game time is measured in two time **Intervals: Tactical Time** and **Cautious Time**. When in **Combat**, time slows to tactical time where each interval represents 6 seconds. Outside of combat, time speeds up to cautious time where each interval represents 1 minute.

## Movement

A CHR may move a number of spaces equal to their MV per action during tac-

tical time. During cautious time, CHR's may move a number of spaces equal to  $MV \times 2$ . CHR's may spend 1 SP to gain +1 MV until EOT. CHR's may not spend SP this way if they have 0 or less SP. **Easy Terrain** costs 1 MV, **Moderate Terrain** costs 2 MV and **Difficult Terrain** costs 3 MV (per space entered).

## Rest & Recuperation

For a CHR to be considered resting, they cannot engage in any strenuous activities (such as combat) or carry, lift or move any objects that are heavy.

**SLEEP** – CHR's must sleep for 8 hours each day or suffer 1 **Exhaustion Counter**. CHR's will suffer an additional exhaustion counter for every 4 hours more of sleep they've been deprived. For every 8 hours a CHR sleeps, they lose 1 exhaustion counter.

**SHORT REST** – For every 1 hour a CHR rests, they recover 1 SP.

**NATURAL HEALING** – CHR's regain a number of lost HP = LVL per day (minimum ½ HP), or  $2 \times LVL$  per day if the CHR rested for an entire day.

## Light & Vision

**LIGHT** – There are three general types of illumination: **Full Illumination (FI)**, **Partial Illumination (PI)** and **No Illumination (NI)**. CHR's suffer a **Blind Counter** to anything in NI. CHR's suffer a **Partial Blind Counter** to anything in PI.

**LINE OF SIGHT** – For a CHR to have LOS to a target or space, the GM must be able to draw an uninterrupted straight line from any corner of the space the CHR occupies to any corner of the space the target occupies.

## Death

When a CHR's HP is 0 or less, the CHR is dead. The total number of XP of the dead PC should be reduced by 10% (rounded down), then transferred to the player's new CHR.

## Common Character Actions

**SKILL TESTS** – Whenever the GM feels a CHR's ability to complete an action is uncertain they will have the player roll and apply the result to an appropriate primary trait for the skill type tested. If the total is 5 or higher, the **Skill Test** is successful.

**COMPREHEND LANGUAGE** – If a CHR wishes to listen, speak, write or read a **Language (LANG)**, they may roll and apply the result to the number of LP

they have for that LANG. If the total is 5 or higher, the LANG test is successful.

**SAVE SELF** – If something challenges a CHR's fortitude, reflex or will, they may make a fortitude, reflex or will save (respectively). Roll and apply the result to the save. If the total is 5 or higher, negate the effect or reduce any DMG by half.

**FALLING** – A CHR suffers 1 DMG for every space fallen (up to a maximum of 50 DMG).

**CRUSHING OBJECTS** – Falling objects deal a number of DMG equal to their weight (in kilograms) to any unfortunate victims they hit. If the object falls less than 3 spaces, it deals ½ DMG. CHR's who succeed at a reflex save can reduce the DMG suffered by half.

## Combat

**A. SURPRISE & INITIATIVE** – At the start of combat, the closest CHR to an enemy NPC must make a PER skill test. The CHR with the highest PER test result gains **Initiative**. NPCs make this test once per race or species type. If any party's PER test result is 5 or more points below the winning party, they are surprised for one **Turn** and cannot perform any **Actions**.

**B. DECLARE ACTIONS** – Before CHR's in the PC's party can perform any actions, the players must declare the actions that their PCs will attempt to do. CHR's may perform two **Standard Actions** or one **Full-Turn Action**. CHR's may also perform any number of **Free Actions**. Some **Special Actions** may require longer amounts of time to perform. Each action type requires specific amounts of time to perform (depending on the action). Both ATKs and moving a number of spaces up to a CHR's MV are considered standard actions.

**C. PERFORM ACTIONS** – CHR's perform their actions in any order they choose but must complete all their actions at once. However, CHR's may choose to delay one action until another CHR's turn by spending a standard action delaying their next action until another CHR's turn.

**MELEE ATTACKS** – Any CHR with a **Melee Weapon (MW)** may MA an adjacent CHR. The success or failure of a MA is determined by  $STR + WD + ROLL$ . For every 1 point the ATK is over the **Defender's DFS**, 1 DMG is inflicted.

**RANGED ATTACKS** – Any CHR with a **Ranged Weapon (RW)** may RA a CHR in LOS. The success or failure of a RA is determined by  $PER + WD + ROLL$ . For

every +1 from the roll, add +1 to the ATK's **Range** distance. For every -1 from the roll, subtract -1 range for the ATK. For every 1 point the ATK is over the defender's DFS, 1 DMG is inflicted.

**UNARMED ATTACKS** – Any CHR may UA an adjacent CHR. The success or failure of an UA is determined by  $DEX + ROLL$ . The **Attacker** may choose to kick the defender and gain +2 ATK until EOT but suffer -1 DFS until EOT and spends a full-turn action attacking. The attacker may choose to strike the defender and may ATK twice per standard action spent striking. For every 1 point the ATK is over the defender's DFS, 1 DMG is inflicted.

**WRESTLING** – A CHR may **Wrestle** an adjacent CHR. Wrestling is performed the same as an UA but with no kick or strike effects. Both the attacker and defender have four **Wrestling Statures**: free standing, clinching, take-down or pinned. When a CHR makes a successful wrestle ATK, they may choose to either A) change the wrestling status of the other CHR or B) change the wrestling status of themselves. Any CHR who becomes pinned is completely DFS-less. Wrestling CHR's cannot perform any actions other than wrestle and defend (unless free standing).

**POWER POINTS** – For every +1 from an ATK roll, that CHR gains +1 PP until EOT. PP can be spent on item and equipment **Abilities** (see the equipment sheet).

**DEFENSIVE COVER** – There are three types of cover that a CHR can use to shield themselves from an ATK: **Full Cover** blocks line of sight, **Partial Cover** provides +2 DFS to the defender and **No Cover** provides no effects.

## Conditions

**BLIND** – If "Partial Blind": You suffer -2 to ATK and DFS. Otherwise: You suffer -4 to ATK and DFS.

**EXHAUSTION** – You suffer -1 SP and -1 to all rolls for every exhaustion counter. **REST 1 DAY**: Remove 1 exhaustion counter.

**POISONED** – EVERY TURN: Make a Fortitude Save: If successful, remove 1 **Poison Counter**. If failed, you die.

**BLEED** – EVERY MINUTE: Make a Fortitude Save for every **Bleed Counter**: If successful, remove 1 bleed counter. If failed, suffer -1 HP.

**CONFUSE** – EVERY TURN: Make a Will Save: If successful, remove 1 **Confuse Counter**. If failed, suffer -3 to all rolls.