Open Adventure
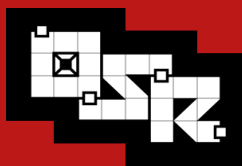
FANTASY & SCI-FI ADVENTURE GAME

COMPLETE RULEBOOK

For any number of players ages 10 and up!

MECKLEM

Open Adventure

FANTASY & SCI-FI ADVENTURE GAME

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Table of Contents

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.

Kyle Mecklem

29 October 2014

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 foes 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**, 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 adventures.

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 is 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 (PCs)**. 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 TWO: 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. Foes are any animal, person or supernatural creature that is unfriendly towards the party and often wanting to fight the characters. A foe may be anything from a ferocious dragon or alien mutant to a humble merchant. For game purposes any character not a player character (PC) is an NPC. Any NPC that is unfriendly or hostile towards a player character is a foe.

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 foes. Often times the player characters will resort to fighting foes. 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 foes 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 1**.

Foes have various levels as well. A foe'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.

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 lighter colored die represents positive numbers. The darker die represents negative numbers.

When a character's ability must be checked, 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 positive die, add the number to whichever ability is being tested

- If the lowest number rolled was on the negative 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 positive die and a 2 on the negative die would mean a result of -2 to an ability test. A roll of 1 on the positive die and 1 on the negative die would mean a result of +0 to an ability test. A roll of 1 on the positive die and 3 on the negative 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. For an example of how dice rolls are used during game combat, see page XYZ.
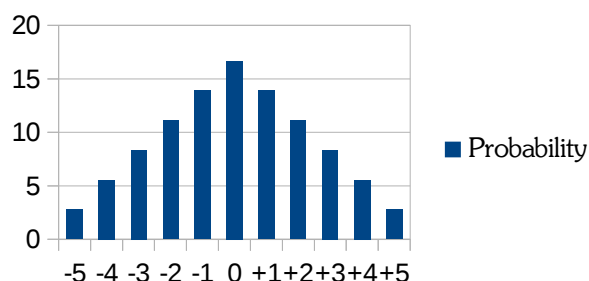
Dice Alternatives

If only one six-sided die is available, roll the die twice and consider the first roll as the positive die and the second roll as the negative 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 draw the top card from each pile. Treat the number on the cards from the first suit as a positive die roll. Treat number on the card of the second suit as the negative 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 foes 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.

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 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** (page XYZ) 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 five -1 modifiers to any one or more of the abilities.

6. Read the section on **Character Archetypes** (page XYZ) and randomly choose one **Talent** from one of the five archetypes of your choice. Note that higher leveled characters start off with more talents; one for each level.

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 3d6. 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.

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 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. Choose a random talent from a character archetype of your choice

6. Roll for initial currency and buy starting gear

7. Determine attack and defense traits

8. Choose a race, name your character, create a personality, background and known languages

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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 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. No trait can have more than 10 points

2. No trait can 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**, **Fortitude Save** (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 such as a bow or laser pistol. A player who wants their character to be proficient with ranged weapons should give their character a high perception.

Perception directly influences a character's **Initiative** (see page XYZ), **Ranged Attack** trait, **Reflex Save** (see page XYZ) 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 **Abilities**, as well as the number of **Languages** a character knows.

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 **Defense** (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 **Reactions** (see page XYZ) and 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), and **Stamina Points** (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 FIVE: MAGIC on page XYZ.

Secondary Traits

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**.

> Each of the six 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.

Health Points (HP)

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

Any character reduced to 0 (or less) health points is **Dying** and risks succumbing to their wounds. Dying and other conditions are discussed in detail in PART FOUR: THE ADVENTURE on page XYZ.

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

⚡ 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.

By exerting themselves (and losing stamina points), a character can temporarily enhance their Attack and **Movement Points** (**MP**) (see page XYZ). Additionally certain equipment or spells may be enhanced by spending SP.

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 was forced to lose 2 SP would lose 2 HP instead.

A character may spend their stamina points to gain additional movement points. For every 1 SP they choose to spend this way, they receive +1 movement point until end of turn. Alternatively, a character may spend 1 stamina point to gain +1 ★ **Power Point** (**PP**) (up to a maximum of five power points per turn).

A character can never have more than five power points per turn.

Save Tests

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

- Fortitude
- Reflex
- Will

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 strength, perception and intelligence, respectively. Write the save numbers for your player character on his or her character record sheet.

A save test is made 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 is reduced or the 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 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	= Strength
Reflex	= Perception
Will	= 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 [Vehicle]	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 has the the the same number as a player character's strength (which is the primary trait that swim is based off).

Sometimes a character may attempt an action that does not fit within the abilities listed below. 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 SIX: 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 with no one ability having 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, a player must apply ten -1

modifiers to one or more of the 50 abilities listed above. These -1's serve as a disadvantage or weakness the 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 have more than five -1 modifiers), or divide them over multiple abilities. FOR EXAMPLE, a player may choose to have their character suffer a -5 Stealth and -5 Intimidation. Alternatively they may choose for their character to have -4 Jump, -4 Climb and -2 Hide.

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 Tracking. 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 is appropriate to a game situation, he or she will ask the player to perform an **Ability Test**. When a character needs to perform an ability test, make a standard roll then apply the result to the character's 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.

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 FIVE: 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

DISABLE DEVICE: A character may attempt to arm or disarm a trap or enable or disable a mechanical de-

vice.

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 applying 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 a foe when making a hide test. If a foe moves adjacent to a hiding character, the character must succeed at a new hide ability test vs the foe'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 a foe. 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 foes within line of sight and ear shot of the character must make a morale check.	No foes 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 foes 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 temporarily suspend the onset of death or cure certain poisons.

If Successful:	If Failed:
The character suspends the effects of a dying counter for 1 hour–or– removes 1 poison counter.	The character is unable to help a dying or poisoned PC or NPC. WILL SAVE: If failed, the dying or poisoned 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:	1 Minute
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
- Overland
- Sea / Underwater
- Air
- Outer-Space
- Asteroid Field
- Nebula

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
- Instrument Playing
- Jester / Comedy
- Natural Talent
- Acting
- Dancing
- Magic Trick
- 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 [Vehicle]

TIME: 1 Full-Turn Action

TEST RESULT: 👁 Known

REPEATABLE: ♻ Yes

"Pilot" is the skill-set of operating a [Vehicle] 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 vehicle normally.	The piloting character is unable to accelerate, slow down or steer the vehicle 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 Full-Turn Action 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 remaining unseen and unheard by foes while moving stealthily. To sneak is similar to normal movement rules (see page XYZ) except the movement point costs are double their normal rate.

A character must not be adjacent to a foe when making a sneak test. If a foe moves adjacent to a sneaking character, the character must succeed at a new sneak ability test vs the foe's perception, or immediately become noticed.

If a character attacks while sneaking, they immediately become noticed by anyone within line of sight (see page XYZ).

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 noticeable by anyone within line of sight.

Steadfast

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

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

Survival [Area]

TIME:	1 Hour
TEST RESULT:	◉ Known
REPEATABLE:	↻ Yes

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

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 finding wild food.

If Successful:	If Failed:
The character found a number of morsels (see page XYZ) equal to the number of points over the required number needed to succeed.	Nothing of importance was found.

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 FIVE: 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. For every turn a character is underwater they receive 1 suffocation counter (see page XYZ).

Taunt

TIME:	1 Full-Turn Action
TEST RESULT:	🚫 Unknown
REPEATABLE:	✖ No

"Taunt" is act in trying to aggravate a foe 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 foes 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 understand 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 SIX: 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.

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:

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. 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 (including the first level that your character starts the game with), 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 foe that bars their way.

Because of their enhanced brawn and physical capabilities they usually have a high fortitude save and are good at the climb and swim abilities.

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

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 pick-pocket 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.

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 foes and obstacles when moving. You must end your turn on an empty space
7	SURPRISE ATTACK – 2⚡: Target adjacent foe 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 a foe at least 3 spaces away
12	JACK OF ALL TRADES – ⚡: You may re-roll an Ability Test

⚡ = Stamina Points, ➦ = Activate

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 – Foes 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

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.

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 foe 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

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.

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 1,000 sc immediately or 3d6 x 10 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

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⚡"). 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 SIX: 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 dam-

age of a negative number (such as -2, or -3), the weapon's damage would be <u>subtracted</u> 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 <u>not</u> 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

You may have given this some thought all throughout the character creation process, but now it's time to give your PC a name, race, personality, background and known languages.

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. That said, if you wanted to share the races between genres, ask your GM if it is appropriate.

Common Races & Species

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

HUMAN: (Medium) 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.

Fantasy Races

ELF: (Medium) 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) 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) Felidaens are several sub-races of feline demi-humans. They are large bi-pedal 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 off lands.

GNOME: (Small) 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.

LIZARDMAN: (Medium) Lizardfolk are water-dwelling humanoids with the body of a man and the head, claws, scaly hide and tails of a lizard or serpent. Lizardfolk 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) 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) 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) 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.

KITSUNE: (Medium) 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 witted thinking and nimbleness have gotten them out of many troubles before.

Science-fiction Species

ANDROID: (Medium) 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) 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) 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 to 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) 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 hunter or mercenary jobs while others have tried to escape their past.

KLANGON: (Large) Klangons are a vicious humanoid warrior species. The klangons are a proud, tradition-bound people who valued honor and combat. The aggressive klangon culture have 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) 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) Reptoids are a pre-historic, scaly, sapient species that just recently acquired superlunary technology. Reptoids are reptilian creatures with a green skin color, an aggressive nature, and high 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) 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) 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. Vultants 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 a **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 and the preceding chapters, 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 (see page XYZ for more on weight) where 1 weight equals 1 kilogram.

Character Heights & Weights

Size	Height	Weight*
Small	1 space	20
Medium	2 spaces	80
Large	3 spaces	180

* 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.

Additional Languages

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

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.

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 SEVEN: 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 do not not need any language points allocated to them for the character to understand and use such a language.

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, faction, organization or person of good intent
- Kill an evil-aligned character for good reasons
- Perform an overtly selfless act for no compensation

Evil Alignment Points

- Donate 1 gc to a church, faction, organization or person of evil intent
- Kill 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 out each other 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 hobgoblin with 10 evil AP. The total of the two alignments is 25, giving a -2 to both the character and hobgoblin when making a charisma-based ability test (such as a reaction roll).

If a character has less than 10 AP, they are considered "neutral" and do not receive any bonuses or penalties, even if the NPC has 10 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

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

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

Sometimes 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 broadsword 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

In total, there are five levels a character can achieve: Level I, Level II, Level III, Level IV & Level V.

Each new level has a minimum amount of XP a character must obtain before they can be promoted. A character must collect as much XP as the level number multiplied by 2,000 to be promoted to that level.

Tech Level Modifiers

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

> Randomly select one new talent from an archetype of your choice. Your PC gains 1d6 HP and 1d6 positive skill modifiers .

After achieving a new level, players are allowed to randomly select one new talent from an archetype of their choice (see page XYZ for talents and archetypes). Next, the character's maximum HP is increased by 1d6 points. The character also gains 1d6 +1 modifiers for any skills 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.

As a character's HP increases, so does their stamina points and any other effects directly linked to the total HP of a character.

After 5th level, no additional bonuses or benefits are achieved other than once every additional 10,000 experience points gained the character may randomly select 1 talent from an archetype of their choice.

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], +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 chooses from the Magic Archetype one random talent and receives "Antimana". This talent is recorded on the paper.

6. 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).

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

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

9. The player decides to "buy" the following list of equipment: studded 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.

10. Studded 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).

11. A dagger has a damage value of 2. The player adds this number with their character's strength 3 to get a Melee Attack of 5 (2 + 3 = 5).

12. Current experience is marked as "0" and 2,000 is written as the total necessary to become a 2nd level character.

13. 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

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 3d6 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** for fantasy or **Common Credits** for science fiction games, are the smallest denomination used for purchasing items and equipment. 100 CC is worth 1 **Silver Coin** for fantasy or **Star Credit** for sci-fi. 100 SC is worth 1 **Gold Coin** or **Galactic Credit** for science-fiction.

<u>Before the game begins players roll 3d6</u>. 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 (CC)	=	1 Silver Coin (SC)
100 Silver Coins (SC)	=	1 Gold Coin (GC)
100 Common Credits (CC)	=	1 Star Credit (SC)
100 Star Credits (SC)	=	1 Galactic Credit (GC)

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 foe'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 foe's attack are canceled by the armor.

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

Common Fantasy Weaponry

Weapon	Cost	Damage	Range	Weight	Handedness	Tech Level	Ability
MELEE WEAPONRY							
Axe, Hand	40 cc	3	–	1 wt	1H	0	★: +1 Damage
Axe, Battle	70 cc	5	–	3 wt	2H	1	★★: +1 Damage ★★: Knockback 1
Cestus, Spiked	50 cc	3	–	½ wt	1H	2	⚡: Stun ★★: +1 Damage
Club, Baton	30 cc	2	–	2 wt	1H	0	★: Stun
Club, Kanabo	50 cc	4	–	5 wt	2H	1	★★: Stun ★★: Knockback 1 Sweep
Dagger	30 cc	2	–	½ wt	1H	2	★★↷: +1 Damage
Flail	1 sc	4	–	1 wt	1H	2	⚡★: Stun
Hammer, Maul	1 sc	5	–	5 wt	2H	3	–
Hammer, War	50 cc	3	–	2 wt	1H	3	Sweep
Polearm, Lance	1 sc	5	–	4 wt	1H	3	Reach 1
Polearm, Pike	30 cc	4	–	9 wt	2H	3	Reach 1
Polearm, Glaive	2 sc	5	–	3 wt	2H	3	Reach 2 Sweep
Quarterstaff	2 cc	–	–	2 wt	2H	0	Reach 1
Rod, Mace	50 cc	3	–	2 wt	1H	3	–
Rod, Morningstar	1 sc	4	–	2 wt	1H	3	–
Sickle	10 cc	2	–	1 wt	1H	2	–
Sword, Bastard	2 sc	5	–	3 wt	2H	4	★★★: Stun
Sword, Cutlass	1 sc	4	–	1 wt	1H	3	★: Bleed 1 ⚡⚡: +1 Damage
Sword, Long	1 sc	4	–	2 wt	1H	4	★: Bleed 1 ★★: Knockback 1
Sword, Rapier	2 sc	4	–	1 wt	1H	4	⚡: Bleed 1 ★: +1 Damage
Sword, Short	70 cc	3	–	1 wt	1H	4	Bleed 1 ★★: +1 Damage
Whip	30 cc	2	–	1 wt	1H	1	Reach 1

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

Open Adventure

Character Record Sheet

Character's Name: _____

Race: _____ Role: _____

Level: _____ XP: _____

Age: _____ Factions: _____

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

_____   _____
_____   _____
_____   _____

○ **FORTITUDE**

○ **REFLEX**

○ **WILL**

TALENTS

tactical vigilance overland

☐ ☐ ☐   MOVEMENT

LANGUAGES _____

ALIGNMENT _____

EQUIPMENT CARRIED

ITEM	ABILITY	WT.	COST

max carry	max lift	max push/pull	

TOTAL: _____ / _____

ENCUMBRANCE: ○ ○ ○ ○ ○

SPELLS & PSIONICS

MAGIC	RANGE	COST

☾	☼	🌢	🍃	○	●

APPEARANCE

Gender: Hair: Eye(s):

PERSONALITY

Religion: Diety(s):

BACKGROUND / HISTORY

Origin:

Tech Level:

CONDITIONS & INJURIES

WEALTH & TREASURE

C.C.

S.C.

G.C.