

FOR PLAYERS  
AGES 10 & OLDER!

# Open Adventure<sup>TM</sup>

Official Basic Game Rules

By Kyle Mecklem



A FANTASY & SCIENCE-FICTION ADVENTURE  
GAME FOR THE ENTIRE FAMILY



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# Open Adventure™

FANTASY & SCIENCE-FICTION ADVENTURE GAME



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# TABLE OF CONTENTS

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Table of Contents.....i

Forward.....ii

Chapter I: Introduction.....1

    Game Overview.....1

    Game Setup.....1

    How to Play the Game.....2

    Dice.....7

    Character Abilities.....8

    Secondary Abilities.....9

Chapter II: Character Creation.....13

    I. Choose a Species.....13

    II. Choose a Homeland.....14

    III. Choose a Profession.....14

    IV. Choose an Archetype.....14

# FOREWORD

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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 expeditions but 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 expedition. 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’re reading these rules suggests you do not lack 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 an expedition begin slowly, following the steps outlined within this book, to avoid becoming too bogged down with unfamiliar rules and details. Your expedition 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. Also, 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’ll have a living game.

If you’re a player reading the OA rules to learn how to play or improve your play style, you’ll 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

*Kyle Mecklem*

29 October 2014





# CHAPTER I: INTRODUCTION

**O**PEN ADVENTURE is a role-playing game for 2 to 8 players ages 10 years or older, playable in 2 to 4 hours.

## GAME OVERVIEW

In **OPEN ADVENTURE**, individuals play characters in a medieval fantasy or science-fiction world where super powers and feral magic are real, and heroes & heroines venture to long-lost frontiers in search of fame, fortune, and conquest. Characters gain experience by overcoming deadly perils, defeating ferocious enemies, and acquiring priceless treasures. As characters gain experience, so too they grow in talent & infamy.

Up to seven players will take on the roles of imaginary avatars—known as **PLAYER-CHARACTERS (PCs)**, while one player, known as the **GAME HOST (GH)**, will reveal an alluring and inscrutable world of their own imagination that the other players must then survive in. The **HOST** assumes the role of all of the world's other strange and voracious inhabitants that reside in their wondrous universe, known as **NON-PLAYER CHARACTERS (NPCs)** or simply **CREATURES**. A group of characters (**PCs** and/or **NPCs**) together are known as a **PARTY**.

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

## COMPONENTS LIST

Unlike other games, this game does not require a traditional game-board or playing pieces. All that's needed to play are these rules and a creative imagination. The game is more exciting if a couple of six-sided dice, figurines, and pencil & graph paper, a game-mat, and/or dioramas are used; but the game can be played without such visual aids.

### DICE

Two six-sided dice, each of a different color, are used to resolve attacks, skill tests, and other similar game elements that rely on a randomly-determined outcome.

### CHARACTER RECORD SHEET (CRS)

Each player writes down any relevant information about their player-character that they need in order to play them. This information can include factors such as the character's strengths, weaknesses, special abilities, and personal equipment.

### MAP

The map represents the different areas the party will explore during the game. Every adventure offers a new layout. Each square (or hexagon) on a map represents 1 **SPACE**. Maps display relevant information, such as an area's terrain, obstacles, and floor-plan.

### FIGURINES

Player-characters and non-player characters are each represented by small tokens or miniature figurines (also known as figures). Most figures fit within a single space on the map, but some larger creatures may take up multiple spaces.

### PROPS

The **GH** may opt to use small items, cutouts, and toys to create a miniature diorama. Props are used to add an aesthetic and artistic flare to an adventure by representing in-game objects such as walls, doors, boulders, trees, rivers, and so on. Common props can be purchased at your local hobby or game store.

### TOKENS & COUNTERS

To better help keep track of different game resources, conditions, and other important information, players may opt to use tokens or counters. Common items to use as counters are dice, beads, coins, and cards.

### ADVENTURE BOOK

The **GAME HOST** has a special section at the back of this book that contains all of the information relevant to the game's adventure, such as the location of traps, secrets, and treasure. This book should only be read by the **HOST** and not by the players as to keep the surprises fresh and exciting.

## GAME SETUP

To prepare for your first game of **OPEN ADVENTURE**, follow the steps outlined below.

Typically a large table is used for the players to sit and gather around. The GAME HOST sits on one end of the table with adventure maps, and the soon-to-be-discovered secrets of the adventure. The GAME HOST may wish to use a book, cardboard, or other vertical partition to form a privacy screen (known as a SHIELD) so the players do not see or read the adventure's secrets.

The players sit around the table where they can easily see any map being drawn, the marching order of the figurines representing the party members (if used) and so on. The table should be kept orderly and free of distracting devices.

Before the players meet up to play OA, everyone should remember to bring with them any supplies or equipment they need—such as pencils, dice, paper (both normal and graph), and, if available, CHARACTER RECORD SHEETS (character record sheets can be found at the back of this book on page XYZ). It's also recommended to bring snacks & refreshments for yourself and others as games of this nature can last for multiple hours.

### GAME HOST SETUP

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It's the HOST's responsibility to prepare the setting and scenario for each adventure before actual game play begins. The GAME HOST have an comprehensive understanding of the rules of OA. For this reason it's recommended the most-experienced player take on the HOST role which requires more forethought and work but is also an enriching experience.

Whether the imaginary setting is one of an underground dungeon, space ship, mountain wilderness, or alien planet, the fictitious region should be carefully mapped on paper (typically graph paper), a game mat, or represented by props acting as a diorama. An adventure, including the surrounding area in which the action and fun may take place, can be designed by the GAME HOST or pre-designed by someone else (such as a trusted friend).

### PLAYER SETUP

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The GAME HOST will provide the players a menu of options to choose between when deciding on what type of imaginary player-character they want to play. Each player should turn to page XYZ then:

1. Pick their character's creature type & homeland.
2. Choose an archetype for their character.

3. Select their character's profession (optional).
4. Purchase starting weapons, armor, and accessories for their character.
5. Name their character & fill in their details.
6. Place their character's figure on the map.

After the GH has created and setup the adventure, and the players have finished their characters, the game may begin.

## HOW TO PLAY THE GAME

OPEN ADVENTURE is played as an interactive story between the players and GAME HOST over a series of game rounds. A round consists of each player and the GAME HOST taking a turn. During each round, the players work together to decide—as a group—what actions they will take.

### *Step I: Find An Adventure*

Once the players are ready to begin the game, their party should formulate a plan on what they wish to accomplish before embarking on their adventure. Players should consider the following steps as a guideline:

1. **Who They Are:** Figure out who all the characters are, if they know each other, and if anyone in the party cannot be trusted (or is, perhaps, particularly trustworthy).
2. **What To Do:** Find a job or quest needing to be completed that all the characters can participate in accomplishing together.
3. **Why They're Adventuring:** Consider why the party is about to partake on the quest. Are the adventurers tasked with rescuing someone? Perhaps a special item needs to be retrieved. Consider the goals of each adventure offered and what objectives need to be completed to be successful before setting out.
4. **Where To Go:** Every party should have an understanding of where they need to go in the HOST's imaginary world to complete their objectives. Consider any perils that may lay between the characters and their destination.
5. **Supplies Needed:** Determine what weapons, armor, accessories, and transports (if any) will be needed to complete the adventure.



6. **Equip & Outfit:** The characters should choose how to buy, and equip, the party with the gear they need. Characters may wish to share their starting money to help their allies buy necessary items.
7. **Marching Order:** Discuss the physical positions and tactics the party will use in the case of a dangerous situation, such as combat. A marching order is the order the party forms while exploring new frontiers. Party members should determine which character is scouting out front of the group, who's searching in the middle, and who is following at the rear of the party.

## Step II: Embark On An Adventure

Throughout the game, player-characters will generally find themselves transitioning between three distinct phases:

1. **Role-playing:** The PCs are in a settlement where they engage in various social activities such as carousing in taverns, fraternizing with local NPCs, investigating mysteries about nearby adventures, partaking in local ceremonies & rituals, and negotiating prices for equipment & retainers.
2. **Exploration:** The party travels great expanses of wilderness (or uncharted space) while navigating, surviving, encountering fellow travelers (or natives of the land), and exploring important landmarks—such as ruins, castles, or dungeons.
3. **Confrontation:** The adventurers face various challenges on their quest, such as battling & vanquishing mighty foes, bypassing dangerous traps, and solving confounding puzzles & tricks.

A typical game round ebbs and flows between three general phases: setting, actions, and results.

### 1. GAME HOST DESCRIBES THE SCENE

At the beginning of the game, the HOST describes the opening scene (setting) that the player-characters are experiencing.

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#### AS AN EXAMPLE,

*A scene could begin in a dungeon on a far away moon or near a small medieval hamlet.*

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The HOST's descriptions might include a few details about the world or galaxy such as a backstory—or alternatively this knowledge may be reserved for

the players to discover bit by bit over time as the adventure unfolds.

Regardless of the amount of information revealed, the GH will describe the characters' immediate surroundings—a tavern, a derelict outpost, an orbiting science station—or whatever other situation the GH has chosen as the starting point for the adventure.

### 2. PLAYERS DESCRIBE THEIR CHARACTER'S ACTIONS

After the scene is set, the players are free to describe to the HOST what their characters are doing, such as saying "*Otael climbs the slope, sword in hand, to see what's at the crest,*" or, "*I switch on my thermal imager and head down the stairs.*"

**Exploration:** Exploration of the fantasy world is encouraged. Whether searching a catacomb for hidden treasure or traveling the countryside in seek of adventure, the party should be naturally curious and inquisitive. During a typical game session, player-characters may solve puzzles, reveal secrets, discover treasure, avoid dangers (such as pits & traps), and encounter other characters.

**Social Interaction:** Players are encouraged to play the role of their PC when interacting with the other players and NPCs. This can be accomplished by the player choosing in-game decisions, on behalf of their character, that is most-appropriate for their personality. Talking in the voice of the character is also a fun and creative method of role-playing.

When the figures meet other characters (primarily NPCs) the event is referred to as an ENCOUNTER. Encounters may lead to new alliances between the two parties, or even result in hostilities.

### 3. GAME HOST DESCRIBES THE RESULTS

After all the players have decided what their characters will do (and how they will do it), the HOST will explain in detail the results of the figure's efforts, and thus the interactive story-telling process restarts to step 1.

#### LONG-TERM PLAY

After characters complete the adventure by overcoming its challenges, they earn EXPERIENCE POINTS (XP). Experience points awarded from one adventure are retained throughout the lifetime of the figure. With enough XP, the adventurer will be promoted to a new LEVEL. With each level earned, characters grow stronger, smarter, and more resilient. In total, figures can be promoted up to 10

times in OPEN ADVENTURE (starting at 0<sup>th</sup> level and finishing at 10<sup>th</sup> level).

Non-player characters (including enemies) also have levels and even promote similarly as PCs do. An enemy's level indicates how ferocious and difficult they are to defeat in combat.

### PLAYER TURN SUMMARY

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During each player's turn, the active player-character may perform up to two actions, in any order of their choosing.

The player-character may perform any of the actions summarized below—including the same action twice (for further details about player actions see page XYZ):

- ◆ **Move:** The player moves their figure up to a set number of spaces equal to their character's SPEED score (explained on page XYZ).
- ◆ **Speak:** The player may have their PC speak words. Be aware that nearby characters may overhear them and react to their noises.
- ◆ **Interact:** Figures can search, examine, pick up, drop, or otherwise interact with objects within the game-world. The player-character typically must be in the same (or adjacent) space as the object for interaction to be possible.
- ◆ **Attack:** The player-character can attempt to attack another character (or object). When the player-character declares an attack, they must state who (or what) they're targeting, then roll dice. The dice result is added to the character's ATTACK score which is then compared to the target's DEFENSE score. For every point the attack is higher than the target's defense, the target suffers 1 point of DAMAGE. See page XYZ for combat details.
- ◆ **Cast Magic:** Players can cast powerful magical spells and psionics. See page XYZ for magic details.
- ◆ **Rest:** The player-character will recover STAMINA for every in-game hour they spend resting.

### GAME HOST TURN SUMMARY

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During the GAME HOST's turn, they play the role of any and all NPCs that the party may interact with. Additionally, the HOST ensures that all of the game-world's events continue to unfold and evolve

as time progresses. The GAME HOST's actions include (but are not limited to):

- ◆ **Perpetual Effects:** The HOST applies any on-going effects from a previous turn, such as afflictions, poisons, magic spells, and so on.
- ◆ **Encounters:** Once per round, the GH rolls dice to determine if the party runs into a randomly-generated encounter. If combat ensues, the HOST plays the role of the player's opponents (e.g. NPCs). See page XYZ for details.
- ◆ **Describe The Scene:** The HOST describes the surrounding area to the party so that the players can better understand the setting that the player-characters find themselves in. The GH may assist the players further by drawing a map of the area.
- ◆ **Listen To The Party:** The HOST listens as the party describes what their characters are doing inside the game. The HOST describes changes or reactions that may occur as a result of their actions.
- ◆ **Reveal Secrets:** If the player-character's actions trigger any traps or reveal any secrets (such as discovering hidden treasure or a concealed door), the GAME HOST will interrupt the current player's turn to describe the immediate effects.

### PLAYER TURN IN DETAIL

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During each player-character's turn, they may perform two MINOR ACTIONS or one MAJOR ACTION, and any number of FREE ACTIONS of their choice. Characters may, at their discretion, choose not to perform all of their actions. This section explains detailed rules for common actions.

#### Move

Whenever a figure performs a move action, they receive a number of SPEED POINTS (SPD) equal to the character's SPEED ability. Movement into an adjacent space costs 1 SPD. Moving is a MINOR ACTION, allowing adventurers to move up to twice per round.

**Interrupting Movement:** A character may choose to move fewer spaces than their SPEED ability. At the end of a turn, any unspent speed points are lost. A character performing a movement action may choose to temporarily halt their movement to perform another action (such as an attack)

then continue the rest of their movement after completing their action.

**Occupied Spaces:** A character can never enter into a space (nor diagonally pass between two spaces) occupied by a hostile NPC or an obstruction (e.g. walls, closed doors, pillars). However, they may pass through (but not end their turn on) spaces occupied by non-hostile characters. Some spaces possess different types of terrain, which may increase (or decrease) the number of speed points required to be spent by a character before entering (explained on page XYZ). Characters can move diagonally into spaces but for double the SPD cost as moving orthogonal.

### *Speak*

Whenever a PC performs a speak action, they may whisper, talk, or shout words aloud. Speaking allows a character to communicate with other adventurers, conjure magic, negotiate, barter for trade goods, and so on. Speaking is a **FREE ACTION**, permitting a character to speak while simultaneously performing other actions (such as moving).

**Different Languages:** Many creatures know and speak the same universal language (known as **COMMON TONGUE** or simply “Common”). However, exotic creatures may only understand their own unique language. To read, write, speak, or listen to a particular language, the character must first perform and succeed at a language-based **SKILL TEST**. Skill tests are explained on page XYZ.

### *Interact*

A player-character may choose to interact with the game’s environment, objects, or other characters. Interaction allows adventurers to perform actions that are otherwise beyond what is covered in the core rules of this game (such as running, jumping, or swimming).

**Action Duration:** The amount of time required to interact, also known as performing an **ABILITY**, is entirely dependent on the nature of the ability being performed. Actions that are quick to complete (such as dropping an object) are **FREE ACTIONS**. Abilities that take longer (but are still fast, such as standing up from a prone position) are deemed **MINOR ACTIONS**. Slower abilities are considered **MAJOR ACTIONS** (or perhaps take even longer; requiring multiple turns or even rounds to complete). The **GAME HOST** determines the action type of all abilities.

### **ABILITY TESTS**

Anytime an ability is attempted that is inherently difficult or dangerous (such as jumping over a bottomless pit), the character must first succeed at an **ABILITY TEST** to be successful. To perform an ability test, the GH will first determine which of the character’s innate abilities is most-appropriate for the action being undertaken (see page XYZ for abilities). The player then rolls dice and adds their figure’s ability score to the result. If the total is higher than that action’s **DIFFICULTY SCORE**, the ability is successful. If the two numbers are equal than the result is a tie. Any other result is a failure.

### *Attack*

Character’s may engage in combat to damage and destroy hostile figures. An attack action is a **Minor Action**, allowing adventurers to perform up to two attack actions each round. During combat, adventurers rely on their **ATTACK**, **DEFENSE**, and **HEALTH** abilities to survive battle.

**Attack Types:** There are four types of attacks an adventurer can perform:

- ◆ **Melee Attacks:** Attacks with hand weapons that are swung or thrust such as swords, axes, or flails.
- ◆ **Ranged Attacks:** Distance attacks with weapons that fire projectiles or require ammunition such as bows, guns, or slings. **RANGED ATTACKS** can only target figures that are both within **RANGE** and **LINE OF SIGHT** of the attacker (explained on page XYZ).
- ◆ **Unarmed Attacks:** Any martial attacks that involve hand-to-hand combat, such as grappling, striking, shoving, or kicking.
- ◆ **Magic Attacks:** Any supernatural spell, psionic, or special ability that manifests as a physical attack.

When a PC declares an attack action, they must first choose who (or what) they’re targeting. Then the controlling player rolls dice and adds their figure’s **ATTACK** ability to the result. The target loses 1 **HEALTH POINT (HP)** for every point that the **ATTACK** was greater in value than their **DEFENSE** (also called “damage”).

### **ATTACK RESTRICTIONS**

There are specific restrictions that apply to each attack type, as outlined below.

**Line Of Sight:** Attacks can only target figures that are within **LINE OF SIGHT (LOS)** of the attacker. To determine LOS, choose a corner of the attacker's space, then draw two straight lines to two different corners of the target's space. These lines cannot overlap or cross-through spaces occupied by obstructions or cover (such as walls, closed doors, or other characters).

**Range:** Both **MELEE** and **UNARMED ATTACKS** can only target adjacent figures. However, **RANGED** and **MAGIC ATTACKS** can target figures at greater distances (including diagonally). For **RANGED** and **MAGIC ATTACKS**, after the rolling dice, the result is first added to (or subtracted from) the attack's **RANGE**. If the adjusted **RANGE** is less-than the number of spaces that the defender is from the attacker, the attack falls short of its target and misses (no damage or effects are inflicted). The starting **RANGE** score for an attack can be found either on the weapon (in the case of **RANGED ATTACKS**) or the magic spell (in the case of **MAGIC ATTACKS**).

**Size:** **UNARMED ATTACKS** (e.g. grappling, throwing, shoving) cannot target figures who are two or more sizes larger than the attacker. For example, a small player-character cannot choose to grapple with a large character. However, this restriction does not apply when an attacker targets a figure smaller than themselves.

**Encumbrance:** Unarmed attacks suffer a -1 attack penalty for each **ENCUMBRANCE** counter assigned to the attacking figure. **ENCUMBRANCE** is explained on page XYZ.

### *Cast Magic*

If the **HOST** permits magic within their adventure, characters may tap into and command the enigmatic and feral forces of supernatural magic. However, the **GH** may deem magic inappropriate for the adventure's setting and thus disallow it. Magic is explained in detail on page XYZ.

To properly cast magic, a **PC** must perform the two steps outlined below.

1. **Learn Magic:** A character must have previously studied, been taught or trained in, or somehow learned the specific spells or psionics that they wish to cast.
2. **Pay Cost:** As a requirement to cast magic, special points—known as **MAGIC POINTS (MP)**—must be expended before a spell or psionic can trigger. Each spell or psionic has a listed point cost required to cast it.

**Cast Magic:** If the caster evokes magic that manifests as a physical attack (e.g. fireball, frost bolt, telekinesis), it is treated as a **MAGIC ATTACK**. When doing so, the player rolls dice and adds their figure's Magic Attack ability to the result. If the result is higher than the target's Defense score, the Magic Attack successfully hits and takes effects on the target.

### *Rest*

After a long day of traveling, exploring, or battling, characters will undoubtedly grow weary and tired. Resting is an important way for a party to relax and rejuvenate. To be considered resting, a character cannot engage in any strenuous activities (such as combat); nor carry, lift, or otherwise move any large objects (or a number of medium objects equal to their **STRENGTH**).

#### **LONG REST**

A **LONG REST** consists of 8 hours of interlude, somnolence, and re-composure. Long rests are often enjoyed at night when sleeping, in-between a day's travel, or after a harrowing battle.

**Sleep:** Adventurers must sleep for 8 hours each day. If not, they suffer 1 exhaustion counter (see page XYZ for rules on exhaustion). For every 4 hours of sleep they're further deprived, they'll suffer +1 additional exhaustion counter.

**Recovering Lost Sleep:** For every 8 hours a character sleeps, they lose -1 exhaustion suffered from deprivation.

**Sleeping In Armour:** Characters that wear bulky armor when trying to sleep risk having their sleep interrupted due to the discomfort. If a character attempts to sleep while wearing suited armor, they must make a mental save each night. Characters wearing light-suited armor gain advantage to this test, while characters wearing heavy suited armor gain disadvantage. Medium suited armor receives no such penalties or bonuses. If the character fails their save test, their sleep is interrupted by a number of hours equal to the number of points they failed their test by.

#### **SHORT REST**

Sometimes adventurers need to stop and rest for a quick intermission before continuing on their adventure—especially after a physically exhausting event or encounter. Characters who stop to catch their breath can do so with a **SHORT REST**. Short rests consist of 1 hour of rest & quietude. After completing a short rest, the character may recover



lost stamina points. For every hour a character rests, they recover 1 STAMINA POINT.

## COMPLETING THE GAME

An adventure concludes once the objectives of the adventure are met and the player-character party returns to a safe area and (usually) receives reward for their harrowing deeds.

At the end of an adventure, whether the party was successful or not, the players and HOST perform a series of post-game steps. These are outlined below:

1. **Experience Points:** The PCs are awarded special points, called **EXPERIENCE POINTS (XP)**, for the heroic and clever deeds they performed while on their adventure. Players can earn XP by discovering secrets, defeating enemies, completing quests, and accomplishing bonus tasks.
2. **Level Promotion:** If players accumulate the required amount of XP for advancement, they are automatically promoted to a higher **EXPERIENCE LEVEL**. Each time a PC earns a promotion they gain a number of advances including more powerful abilities, new talents, new magic spells, and more. See page XYZ for details.
3. **Rewards:** The party receives a bounty, either in coin or credits, for risking their lives and successfully completing their heroic adventure.
4. **Epilogue:** Though the adventure may be over, the game is not! The party may use their new money to purchase more powerful and robust equipment, engage in some harmless revelry, or train in anticipation for their next (and more difficult) adventure. The players and Host should discuss the next time the play group can meet to continue a new game session so the same player-characters can embark on a new adventure.

## 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.

### AS AN EXAMPLE,

*“5d6” would mean to roll five six-sided dice and add the total of all the dice rolls together.*

If no number is used after the letter “d” (or “D”), the number of sides are assumed to be 6.

### AS AN EXAMPLE,

*“2D” would mean to roll two six-sided dice and add the total of all the dice rolls together.*

If a plus (“+”) or minus (“-”) symbol—followed by a number—are present, then add (or subtract) the number from the overall total.

### AS AN EXAMPLE,

*“1D+3” would mean roll a six-sided die and add three to the total.*

## How To Roll The Dice

Two six-sided dice, each of a different color, are used to resolve attacks, ability tests, and other similar game elements that rely on a randomly-determined outcome.

After rolling the dice, discard the highest-rolled die. If the remaining die is light-colored add the result to the game element’s score. If the die is dark-colored, subtract the result, instead. Doubles are treated as a zero. Compare the new total score to that of a **DIFFICULTY SCORE** (decided by the HOST) to determine success or failure.

### ADVANTAGE & DISADVANTAGE

Some special abilities, spells, weapons, and effects may grant an adventurer **ADVANTAGE** to a particular dice roll. However, special situations can also work against them, giving them **DISADVANTAGE**. When the character has **ADVANTAGE** (or **DISADVANTAGE**), two rolls are made instead of just one.

If the character has **ADVANTAGE**, discard the lowest of the two dice rolls, keeping the highest-roll. Inversely, if a character has **DISADVANTAGE**, only the lowest result is kept.

A character can never have more than one **ADVANTAGE** or **DISADVANTAGE** at the same time. If a character were to gain one of each type simultaneously, the two cancel each other out, instead.

### CHARACTER ABILITY COMPARISONS

Ability Score	Strength	Perception	Dexterity	Intelligence	Vitality	Charisma	Magic
1-2	Feeble	Imperceptive	Blunderous	Dim-Witted	Sickly	Odious	Runic
3-4	Weak	Unaware	Clumsy	Low	Delicate	Unpleasant	Ensorcelled
5-6	Average	Average	Average	Average	Average	Average	Marvelous
7-8	Strong	Observant	Agile	Gifted	Resilient	Charming	Mythical
9-10	Mighty	Intuitive	Vivacious	Genius	Stalwart	Captivating	Otherworldly

## CHARACTER ABILITIES

Characters will often be called upon to test their abilities when interacting in game. All adventurers have seven primary abilities: **STRENGTH**, **PERCEPTION**, **DEXTERITY**, **INTELLIGENCE**, **VITALITY**, **CHARISMA**, and **MAGIC**.

### STRENGTH (STR)

**STRENGTH** is a measure of a character's muscular power and physical brawn. This ability affects how many items a character can carry and what feats of strength (such as bending bars or lifting portcullises) they can perform. **STRENGTH** is particularly important to **WARRIORS**, but also crucial to any character who is likely to engage in hand-to-hand combat.

- ♦ **Melee Combat:** A character's **MELEE ATTACK** score is equal to their **STRENGTH** plus their melee weapon's **DESTRUCTION** score (see page XYZ).
- ♦ **Weight Carried:** Characters can carry up to a number of medium-sized items equal to their **STRENGTH**. They may carry up to double this amount in small accessories, or up to half this amount in large items (rounded down).

### PERCEPTION (PER)

**PERCEPTION** refers to eye-hand coordination, attention to detail, and natural intuition. **PERCEPTION** is particularly important to **RANGERS**, but also crucial to any character who wishes to remain keen and alert to their surroundings, or use ranged weaponry.

- ♦ **Initiative:** Characters' combat **INITIATIVE** score is equal to their **PERCEPTION** (see page XYZ).

- ♦ **Ranged Combat:** Characters' **RANGED ATTACK** score is equal to their **PERCEPTION** plus their ranged weapon's **DESTRUCTION** score (see page XYZ).

### DEXTERITY (DEX)

**DEXTERITY** is a measure of a character's ability to perform agile tasks, fight unarmed, and avoid attacks. **DEXTERITY** is particularly important to **OPERATIVES**, but also crucial to any character who engages in athletic activities or needs to react quickly in the face of danger.

- ♦ **Defense:** Characters' **DEFENSE** score is equal to their **DEXTERITY** plus their armor's **PROTECTION** score (see page XYZ).
- ♦ **Reflex Save:** Characters' **REFLEX** score is equal to their **DEXTERITY** (see page XYZ).
- ♦ **Unarmed Combat:** Characters' **UNARMED ATTACK** score equal to their **DEXTERITY** minus their **ENCUMBRANCE** (see page XYZ).

### INTELLIGENCE (INT)

**INTELLIGENCE** represents how well a character can use reasoning to solve mental problems and recall knowledge. **INTELLIGENCE** is particularly important to **ARTIFICERS**, but also crucial to any character who is likely to learn a large array of skills.

- ♦ **Languages:** Characters begin the game with a number of **LANGUAGE POINTS** equal to their **INTELLIGENCE** (page XYZ).
- ♦ **Magic Memory:** Characters can memorize up to a number of magical **SPELLS** equal to their **INTELLIGENCE** (see page XYZ).

- ◆ **Skills:** Characters begin the game with a number of SKILL POINTS equal to their INTELLIGENCE (see page XYZ).

## VITALITY (VIT)

VITALITY is a measure of a character's constitution, stamina, and physical fortitude. VITALITY is particularly important to EXEMPLARS, but also crucial to all characters since it determines their overall HEALTH.

- ◆ **Fortitude Save:** Characters' FORTITUDE score is equal to their VITALITY (see page XYZ).
- ◆ **Health:** Characters begin with a number of HEALTH POINTS equal to their VITALITY (see page XYZ).
- ◆ **Stamina:** Characters begin with a number of STAMINA POINTS equal to their VITALITY (see page XYZ).

## CHARISMA (CHA)

CHARISMA is a combination of personal appearance, charm, and leadership capability. Additionally CHARISMA is a measure of a character's steadfastness, willpower, and conviction. CHARISMA is particularly important to LEADERS, but also crucial to any character who is likely to persuade, intimidate, negotiate, or lead others.

- ◆ **Magic Attack:** Characters' MAGIC ATTACK score is equal to their CHARISMA plus their MAGIC ability (see page XYZ).
- ◆ **Willpower Save:** Characters' WILLPOWER score is equal to their CHARISMA (see page XYZ).

## MAGIC (MAG)

MAGIC represents the innate ability for a character to harness unseen but potent supernatural forces. MAGIC is particularly important to MAGICIANS and CRUSADERS, but also crucial to any character who wishes to harness magical powers.

- ◆ **Magic Attack:** Characters' MAGIC ATTACK score is equal to their CHARISMA plus their MAGIC ability (see page XYZ).

- ◆ **Magic Points:** Characters begin with a number of MAGIC POINTS equal to their MAGIC (see page XYZ).

## SECONDARY ABILITIES

Secondary Abilities represent an extension of character abilities. Each secondary ability is based off the score of one character ability (with the exception of MAGIC ATTACK, which is based off two abilities). Thus, if a secondary ability were based off a character's STRENGTH, the ability would share the same score. However, secondary abilities often have numerical modifications that will further increase (or decrease) their total score separate from that of their base ability.

### AS AN EXAMPLE,

*If a secondary ability had a +1 modifier assigned to it, it would be 1 point higher than the primary trait that it's based off.*

There are 14 secondary abilities every adventurer possesses: HEALTH, STAMINA, SKILLS, LANGUAGES, FORTITUDE, REFLEX, WILLPOWER, INITIATIVE, MELEE ATTACK, RANGED ATTACK, UNARMED ATTACK, MAGIC ATTACK, DEFENSE, and MAGIC POINTS.

### Health

HEALTH is a measure of how many HEALTH POINTS (HP or ♥) a character can lose through DAMAGE before they die.

New characters begin the game with a number of HP equal to their VITALITY score. A character with 0 (or less) HEALTH POINTS immediately dies. Once per day, after completing a LONG REST, a character regains a number of HP equal to their EXPERIENCE LEVEL (minimum ½ for 0<sup>th</sup> LEVEL characters).

### Stamina

STAMINA represents a character's endurance, vigor, energy, and resistance to fatigue. Characters begin the game with a number of STAMINA POINTS (SP or ⚡) equal to their VITALITY.

Certain actions, weapons, and spells may offer special abilities in-exchange for STAMINA POINTS. If a character is ever forced to lose more SP than they have (such as from a magical effect) they lose HEALTH POINTS, instead. For each SHORT REST an adventurer completes, they regain a number of SP

equal to their EXPERIENCE LEVEL (MINIMUM ½ FOR 0<sup>TH</sup> LEVEL characters).

### *Skills*

SKILLS are a measure of how proficient, adept, or experienced a character is in performing specific tasks. New characters begin with a number of SKILL POINTS equal to their INTELLIGENCE. Before play, each point must be permanently assigned to one (or more) specific tasks, actions, or activities; in any order the player chooses. The HOST will provide a menu of permissible actions to which players can assign SKILL POINTS.

Whenever the character attempts to perform an ability test of which the unique action is based off, any associated skill points are added (or subtracted) to the total score.

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#### AS AN EXAMPLE,

*A character has 1 skill point in the “swimming” action. The character is considered to have +1 to swimming whenever they attempt to swim.*

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### *Languages*

Language is a measure of a character’s fluency when reading, writing, speaking, or listening. Adventurers begin the game with a number of LANGUAGE POINTS equal to their INTELLIGENCE. Before play, each point must be permanently assigned to one (or more) specific languages; in any order the player chooses. Languages are treated the same as skills, and thus have the same requirements as any other skill test.

The HOST will provide a menu of permissible languages to which players can assign LANGUAGE POINTS.

#### COMMON LANGUAGE

Languages are derived from many different sources. However, there is one large, predominant language shared between many species, regions, and fraternities known as the “COMMON TONGUE” or simply “COMMON”.

### *Saves*

A SAVE represents the opportunity for a character to avoid (or reduce) damage or negative effects from certain attacks, magical spells, and conditions.

**Save Requirements:** Figures can only attempt a save under two conditions: either a spell, ability, or special rule permits a save test, or a character has a

RESISTANCE (see page XYZ) to a DAMAGE TYPE being inflicted upon them.

**Save Tests:** To perform a save, roll dice and add the result to either a character’s FORTITUDE, REFLEX, or WILLPOWER score (decided by the GAME HOST). If the total is higher than that save’s DIFFICULTY SCORE, the save is successful. Any other result is a failure.

The three types of saves are outlined below.

#### FORTITUDE (FORT)

FORTITUDE is a measure of the character’s immune system, hardiness, and physical resilience. A strong FORTITUDE allows a character to resist poisons, diseases, acids, and other ailments. Characters’ FORTITUDE score is equal to their VITALITY.

#### REFLEX (REF)

REFLEX is a measure of the character’s responsiveness, involuntary reflexes, and knee-jerk reactions, as well as the ability to dodge out of the way of incoming dangers from attacks, traps, or falling rocks. Characters’ REFLEX score is equal to their DEXTERITY.

#### WILLPOWER (WILL)

Willpower represents the character’s mental discipline, sanity, and resistance to coercion, charm, and panic. It also represents the character’s courage and mental focus. Characters’ WILLPOWER score is equal to their CHARISMA.

### *Initiative*

INITIATIVE is a measure of a character’s ability to spot other characters and react first in the moments before a combat encounter. Characters begin the game with an INITIATIVE score equal to their PERCEPTION.

Just before the encounter, one character from each party performs an INITIATIVE test. The character making the test must be the figure who is the shortest number of spaces away from another party. If two (or more) characters are equidistant, the party may collectively decide who of those PCs perform the test.

Roll dice and add the result to the character’s INITIATIVE score. The adventurer with the highest total score chooses which character (among all parties) acts first. Ties are given to player-characters, then decided by the GAME HOST (in that order). See combat details on page XYZ.



### *Attack & Defense*

An overview of attack and defense is outlined on page XYZ. Also see the combat chapter on page XYZ for additional details.

### *Magic Points*

Magic spells can be cast in-exchange for MAGIC POINTS (MP). Characters begin the game with a number of MP equal to their MAGIC. Before play, each point must be permanently assigned to one (or more) of the following types of magic: WHITE MAGIC, BLACK MAGIC, GREEN MAGIC, BLUE MAGIC, RED MAGIC, LIGHT PSIONICS, and DARK PSIONICS. MP can only be spent on the magic type that it's assigned to. See the magic chapter on page XYZ.

For each LONG REST an adventurer completes, they regain a number of MAGIC POINTS equal to their EXPERIENCE LEVEL (minimum  $\frac{1}{2}$  for 0<sup>th</sup> LEVEL characters).



## CHAPTER II: CHARACTER CREATION

**B**efore a player can play the game, they must create a player-character. The following instructions outline the steps required to create a complete PC for the OPEN ADVENTURE game. In a one-player game, the player should create and control at least two adventurers, instead.

### STEP-BY-STEP CREATION PROCESS

1. **Choose A Species:** The HOST will provide a menu of creature types to choose. Pick a creature type and write its base abilities and other details on a blank sheet of paper. See page XYZ.
2. **Choose A Homeland (Optional):** If the HOST permits, they will offer a list of homelands that the character may have originated from. Pick a homeland and write its details on the paper. See page XYZ.
3. **Choose A Profession (Optional):** If the HOST permits, they will offer a list of professions that you may choose for the adventurer. Write the details of the job on the paper. See page XYZ.
4. **Choose An Archetype:** Turn to page XYZ and study the available archetypes. Choose an archetype and write the details on the paper.
5. **Customize Your Character:** Allocate 5 additional points among one or more character abilities. No character ability can have less than 1 point (except MAGIC), and no character ability can have a score greater than 10 (including MAGIC). See page XYZ.
6. **Starting Currency:** Your character begins with 3D coins/credits. If professions are used, use the job's starting currency, instead. See page XYZ.
7. **Buy Equipment:** The HOST will provide a list of weaponry, armor, expedition equipment, and accessories. Purchase gear for the player-character—within their budget. Write down what your character purchased on the back of the paper. Deduct any money spent buying the equipment.
8. **Attack Scores:** Now that you know the weapon your character will wield, calculate their ATTACK (ATK) by adding the weapon's DESTROY score 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”. See page XYZ.

9. **Defense Score:** Find the character's DEFENSE (DEF) score by adding their DEXTERITY to their armor's PROTECTION score. Write the new number in a section marked “Defense”.
10. **Fill In The Numbers :** Calculate all of your character's secondary abilities by adding any modifiers (e.g. +1) gained from the previous steps.
11. **Final Details:** Name your character and imagine a suitable personality and backstory for them.
12. **Prepare For Adventure:** Set aside a section of the paper for EXPERIENCE POINTS (XP). As a new character, write down “0” for the amount of starting XP. Next, make a note of the amount of XP needed to advance to the first level.

### I. CHOOSE A SPECIES

The HOST will provide a menu of permissible creature types, known as SPECIES, that players can choose for their adventurers. Once chosen, write down all of the strengths, weaknesses, and other details of that creature type.

### CREATURE TYPE DETAILS

- ♦ **Base Ability Scores:** The base ability scores creatures of that type initially start with. Certain character abilities will change in the following steps.
- ♦ **Size:** Each species will be of a set height and body type. See page XYZ.
- ♦ **Perks:** PERKS represent special abilities characters initially receive. See page XYZ for details.

Record the chosen creature type's base ability scores, height, body type, and any perks they receive.

#### HEIGHT

Player-characters are considered either “small”, “medium”, or “large” in size.

**Small Characters:** Small characters begin the game with -1 STRENGTH and -1 VITALITY. However, they also gain +2 DEXTERITY.

**Medium Characters.** Medium characters are the most common creature size, and therefore have no natural bonuses or penalties.

**Large Characters.** Large characters begin the game with +1 STRENGTH and +1 VITALITY. However, they also lose -2 DEXTERITY.

### CHARACTER SIZE BONUSES & PENALTIES

Sizes	STR*	DEX*	VIT*
Small	-1	+2	-1
Medium	–	–	–
Large	+1	-2	+1
Slim	–	+1	-1
Average	–	–	–
Stout	–	-1	+1

\* = Scores cannot exceed normal limits (1-10)

### BODY TYPE

Player-characters are considered either “slim”, “average”, or “stout” in body type.

**Slim Characters:** Slim characters begin with +1 DEXTERITY and -1 VITALITY.

**Average Characters:** Average characters are the most common body type, and therefore have no natural bonuses or penalties.

**Stout Characters:** Stout characters begin with -1 DEXTERITY and +1 VITALITY.

## II. CHOOSE A HOMELAND

As an optional step, the HOST may provide a menu of permissible homelands that players can choose for their PCs. Homelands represents the geography, climate, culture, customs, and lineage shared by the inhabitants of that homeland’s kingdom or society.

Once chosen, write down all the unique insights and special abilities gleaned from having lived in that homeland.

### HOMELAND DETAILS

- ♦ **Ability Changes:** Some of the adventurer’s ability scores may be changed.

- ♦ **Insights:** Exposition on the economy, ministry, customs, history, landmarks, beliefs, values, and behaviors of the homeland’s inhabitants.

- ♦ **Perks:** PERKS represent special abilities characters initially receive. See page XYZ for details.

## III. CHOOSE A PROFESSION

As an optional step, the HOST may provide a menu of permissible professions. Professions are the primary job or occupation of an adventurer.

Once chosen, write down all the unique special abilities and details of that profession.

### PROFESSION DETAILS

- ♦ **Ability Changes:** Some of the adventurer’s ability scores may be changed.
- ♦ **Standard Of Living:** The starting wealth of the adventurer. See page XYZ.
- ♦ **Starting Equipment:** Specific items or accessories that the character starts with (free of charge) as a benefit of their job. See page XYZ.
- ♦ **Perks:** PERKS represent special abilities characters initially receive. See page XYZ for details.

## IV. CHOOSE AN ARCHETYPE

Archetypes can be thought of as a combination of broad characteristics, acumens, and capabilities that define who the character is at the heart of their personality.

**Play Style:** Each archetype offers unique strengths, weaknesses and abilities to a player-character. Archetypes greatly affect the capabilities of the character and therefore should be chosen carefully according to the preferred play-style of the player.

In total, there are seven archetypes that players can choose to play: ARTIFICERS, EXEMPLARS, LEADERS, MAGICIANS, OPERATIVES, RANGERS, or WARRIORS. The details of each archetype are described below.

### WAY OF THE ARTIFICER

ARTIFICERS are characters educated in combat engineering, trained in traps, and proficient in field



defenses. Artificers are also experts in demolitions, breaching fortifications, and operating specialized machines such as artillery devices.

As an adventurer, artificers make excellent pilots for vehicles, great mechanics when repairing or salvaging contraptions (including robots), and fantastic technicians when hacking computers or security systems. What artificers may lack in physical prowess, they more than redress through their cunning and extensive knowledge.

#### ARTIFICER BONUSES & PENALTIES

Add the following bonuses and penalties to the player-character's base abilities and other stats.

- ◆ **Ability Increases:** +1 PERCEPTION, +1 INTELLIGENCE
- ◆ **Health Points:** Gain +1D HP per level earned.
- ◆ **Speed:** 5
- ◆ **Shooting Specialty:** -1 attack when using melee weapons.

#### *Basic Artificer Perks*

At 0<sup>th</sup> level, artificers may train in one of the two perks listed below (choose one).

##### DODGE MISSILES

Artificers can train to avoid incoming fire. When DODGING (p. XYZ) from RANGED ATTACKS, replace the dark-colored die with a second light-colored die. Rolling doubles still counts as zero.

##### POINT BLANK

Artificers can train to tactically shoot in close-quarters. When using a one-handed ranged weapon, the artificer does not normally suffer DISADVANTAGE.

Additionally, when using a one-handed ranged weapon, the artificer may PARRY (p. XYZ) attacks with the dark-colored die replaced with a second light-colored die. Rolling doubles still counts as zero.

#### *Intermediate Artificer Perks*

At 3<sup>rd</sup> level, artificers may train in one of the two perks listed below.

##### QUICK DRAW

Artificers can train to fire reflexively. At the start of combat, after INITIATIVE is rolled but before any character begins their turn, the artificer may make one attack with a one-handed ranged weapon, as a free action.

To use quick draw, the artificer cannot be surprised and must have their weapon equipped at the start of combat.

##### SHARPSHOOT

Artificers can train to hit their mark, even when partially obscured. When using a two-handed ranged weapon, the artificer may treat any target with partial cover or concealment as if it had no cover or concealment (respectively).

Additionally, the artificer may ignore one ally when determining line of sight while performing a ranged attack.

#### *Advanced Artificer Perks*

At 6<sup>th</sup> level, artificers may train in one of the two perks listed below (choose one).

##### RAPID FIRE

Artificers can train to become fast shooters. When the artificer is wielding one or more one-handed ranged weapon(s), they may expend 1 stamina point to perform an extra attack as a free-action. The stamina point cost must be paid each time rapid fire is used. Rapid fire can only be used once every-other round.

##### LONGSHOT

Artificers can train to fire their weapon in a long-distance arc. The artificer may make a special aimed attack with a two-handed range weapon to double the range of that weapon (but has disadvantage when doing so).

Longshot can only be used if any ceiling or canopy above the artificer is equal to or higher than the extended range of the weapon.

#### *Master Artificer Perks*

At 6<sup>th</sup> level, artificers may train in one of the two perks listed below (choose one).

##### FLANK ATTACK

Artificers can train to out-manuever their enemies. The artificer gains ADVANTAGE when making a ranged attack targeting a creature not facing their direction.

A creature is considered facing away if the artificer is perpendicular to (or behind) the creature at the time of the attack. If the direction of the creature is unknown, then they are considered to be facing the direction of their last attack, the direction of their last movement, or the direction of the GAME HOST's choice (in that order).

### PRECISE SHOT

Artificers can train to make a decisive ranged attack. The artificer can make an aimed attack with two light-colored dice (instead of one light-colored and one dark-colored die) using a one-handed ranged weapon. This attack can be performed the same as a normal attack (and not as a delayed action).

If precise shot deals 1 or more points of damage, the player must make a body region roll. The artificer's attack has the following effect (depending on where the defender is hit).

- ♦ **Head:** The defender is stunned or confused for 1 round (player's choice).
- ♦ **Arms/Hands:** The defender drops their weapon or item (player's choice).
- ♦ **Torso:** The defender bleeds or is fearful for 1 round (player's choice).
- ♦ **Legs/Feet:** The defender is slow for 1 round or falls prone (player's choice).

The player must declare that the artificer is using precise shot before performing their attack.

### WAY OF THE EXEMPLAR

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Exemplars live a life of devotion and servitude towards their religious deity (or mystical cause). Many exemplars belong to a sect of like-minded characters who have dedicated their existence to their faith or spiritual path.

Religion & spirituality are important to exemplars, with such beliefs serving as a moral compass and central tenant to their lives. Some exemplars, however, do not follow any deity but, rather, are faithful to a spiritual force (or belief) that grants them power—such as a natural energy, or celestial spirit.

### WAY OF THE LEADER

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Leaders are nobility with rank, prestige, or popularity. They are the gifted few who can command an army, orate a great speech, perform works of fine art, or talk their way out of dangerous situations.

Leaders are characters from one of three broad acumen: Eminent magnates raised in high-society—such as royalty or diplomats—or officers trained to command soldiers in battle, or luminary

artists who use their social talents to delight and entertain. A fourth darker kind of leader are those who wield their charismatic influence to con and swindle unsuspecting victims—such as mountebanks and charlatans.

### LEADER BONUSES & PENALTIES

Add the following bonuses and penalties to the player-character's base abilities and other stats.

- ♦ **Ability Increases:** +1 INTELLIGENCE, +1 CHARISMA
- ♦ **Health Points:** Gain +1D-1 HP per level earned.
- ♦ **Speed:** 6
- ♦ **Serendipity:** Once per long-rest the leader may gain ADVANTAGE to any one skill test or save of the player's choice.

### *Basic Leader Perks*

At 0<sup>th</sup> level, leaders may train in one of the two perks listed below (choose one).

#### INSPIRE

Leaders can train to spend a full-turn action using rousing words, stirring speeches, or songs to inspire others. The leader and all allies who heard their inspiring words gain ADVANTAGE on one skill test, save, or attack of their choice—within a number of rounds equal to the leader's experience level (minimum 1).

Once used, inspire cannot be used again until after the leader completes a short rest.

#### DEMORALIZE

Leaders can train to use cutting words to hinder, mock, and discourage their enemies. As a full-turn action, the leader may attempt to influence the morale of their enemies. All enemies who can hear the leader must perform a willpower save. On a failure, they have DISADVANTAGE on their next skill test, save, or attack (leader's choice) or until a number of minutes equal to the leader's level (minimum 1) have elapsed (whichever is first).

Once used, demoralize cannot be used again until after the leader completes a short rest.

### *Intermediate Luminary Talents*

At 2<sup>nd</sup> level, leaders may train in one of the two perks listed below (choose one).

#### REJUVENATING REST

Leaders can train to help revitalize their allies through soothing music or moving oration during

their down time. During a short rest, the leader may give a healing performance that restores a number of stamina points equal to one-half of their experience level + 1D to all allies that hear them (this roll is made separately for each character). If an ally were to restore more stamina points than their maximum amount, they gain a number of HP equal to the remainder—up to a maximum amount of points equal to one-half of the ally's experience level (rounded down).

Rejuvenating rest can only be used once per day.

### BATTLE CRY

As a half-turn action, the leader lets out a battle cry. The leader and all allies within 3 spaces that can hear them gain a number of temporary HP equal to the leader's experience level. Temporary HP is reduced first whenever damage is suffered.

Health gained from battle cry overlaps (but does not stack) with other uses of this perk, even if another leader lets out an additional battle cry.

Temporary HP gained from battle cry lasts a number of rounds equal to one-half of the leader's CHARISMA (rounded down, minimum 1). Once used, battle cry cannot be used again until after the leader completes a long rest.

### *Advanced Leader Talents*

At 5<sup>th</sup> level, leaders may train in one of the two perks listed below.

#### RALLYING CRY

As a half-turn action the leader shouts a rallying cry. The leader and all allies within 3 spaces that can hear them gain +X defense, where X is equal to one-half of the leader's experience level (rounded down). However, the leader and all affected allies also have DISADVANTAGE when attacking. Rallying cry lasts a number of rounds equal to one-half of the leader's CHARISMA (rounded down, minimum 1).

Defense gained from rallying cry overlaps (but does not stack) with other uses of this talent, even if another leader lets out an additional rallying cry.

Once used, rallying cry cannot be used again until after the luminary completes a long rest.

#### CALL TO ARMS

As a half-turn action the leader shouts a call to arms. The leader and all allies within 3 spaces that can hear them gain +X attack, where X is equal to one-half the leader's experience level (rounded down). However, all attacks targeting the leader and

affected allies gain ADVANTAGE. Rallying cry lasts a number of rounds equal to one-half of the leader's CHARISMA (minimum 1).

Extra attack gained from call to arms overlaps (but does not stack) with other uses of this perk, even if another leader lets out another call to arms.

Once used, call to arms cannot be used again until after the leader completes a long rest.

### *Master Leader Talents*

At 9<sup>th</sup> level, leaders may train in one of the two perks listed below.

#### MASTERY

Leaders can become experts in a variety of aptitudes surrounding their profession. The leader can roll two light-colored dice (instead of one light-colored and one dark-colored die) in all skill tests and saves that are related to the leader's profession. If professions are not used, supplement with the character's archetype, instead.

#### MOMENT OF TRIUMPH

Leaders can train to champion over nearly any challenge by performing a momentous act.

Once per in-game day, the player may choose to take a +5 result in addition to making a standard roll. Moment of triumph can only be applied to character actions that are in accord with the leader's background, personality, and motivations.

## WAY OF THE MAGICIAN

The magician is perhaps the most mysterious and enigmatic of all the archetypes. Occultists and psions are known collectively as magicians, and harness cryptic, arcane powers they pull from the ether or manifest in their minds. These magic and paranormal wielders employ occult powers that only they truly understand.

When used right, their awe-inspiring spells can change the tide of battle. Magicians devote years to disciplined study and mastery of their oracular arts. Their minds are often centered and focused—with a strong intellect and formidable will.

## WAY OF THE OPERATIVE

Preferring to work in the shadows, operatives are highly-intelligent and well-trained secret agents at the service of their patron. Naturally acrobatic and nimble with their hands, operatives are skilled wall climbers, lock pickers, and masters of disguise.

Highborn operatives are secret spies or intelligence officers, engaging in counter-espionage or as double-agents operating within the courts of their adversaries. They're often well versed in royal customs and can blend seamlessly into nearly any crowd.

When part of the laboring class, operatives act as private investigators or vanguards sent to infiltrate their enemy's ranks as a prelude to invasion. Operatives are experts at sowing chaos, sabotage, and abducting enemy combatants.

In low-societies, operatives are considered scoundrels or rogues who survive as cut-purses, thieves, smugglers, or even assassins.

### WAY OF THE RANGER

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Rangers are members of an irregular military force highly-trained in guerrilla combat, special warfare, and survival. Rangers are veterans at surviving deep behind enemy lines, living long-term underground or in the wilderness, and striking at their enemy's most vulnerable positions while remaining elusive to counterattack.

In high houses, rangers are charged with long-range reconnaissance, enemy surveillance & recon, and even with pulling off dangerous rescue missions.

In middlebrow societies, rangers are known as marauders or raiders; commissioned with ambushes and light raids, setting up traps, and scouting possible invasion routes.

Low-class rangers adopt a life of insurgency, rebellion, pillaging, or even barbarism. Rangers who survive to retirement often become frontiersmen, hunters, or are hired for their extensive skills in path-finding and knowledge of the land. Those that turn to a life of organized crime are known to become pirates, highwaymen, or desperadoes.

### WAY OF THE WARRIOR

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Athletic, courageous, and tough-as-iron, warriors are specialists in combat and warfare. As professional soldiers, warriors are trained to endure and overcome nearly any hardship and conquer almost any foe that bars their path. Donning the most advanced armor and equipping the finest weapons, warriors are feared and respected anywhere they're deployed.

In high societies, warriors are given the honor of the royal guard, tasked with guaranteeing the safety

and security of nobility and dignitaries. Veterans often ascend to battle commanders responsible for overseeing victory during times of war.

As rank and file, warriors form the bulk of an army's infantry, cavalry, and mariners.

Warriors who have retired or fallen out of honor often take up jobs as mercenaries, brigands, and avengers.