

FOR PLAYERS
AGES 10 & OLDER!

Open AdventureTM

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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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 expeditions 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 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’re 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 an expedition begin slowly, following the steps outlined within this book, so as 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. 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’ll have a living game.

If you’re a player reading the OA rules in order 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

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29 October 2014

CHAPTER I: INTRODUCTION

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

OPEN ADVENTURE (OA) is best played with two or more people, 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 two to nine people, though in theory any number of players may participate. 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 & 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.

If you wish to learn how to play OPEN ADVENTURE or similar role-playing games, begin by reading this first chapter of the book. You are not required to memorize all the rules of this game—that would take far too long. Instead, try to understand the concepts portrayed with the rules and do your best to act out what you think is best or most fitting for your character.

“BIEM” RULEBOOK SERIES

This book (called the *Basic Rulebook*), along with the *Game Host's Rulebook (GHR)*, provides all the details needed to play the OPEN ADVENTURE game. With these rules you can create a fantasy or science-fiction character, and embark on your first adventure to uncharted frontiers of an imaginary world.

The *GHR* should only be read and used by the player who chooses to take on the role of the game host. To all other players, the contents of the *GHR* should remain a secret, so as not to spoil the mysteries that lie within.

Three other rulebooks are available—each providing more rules for things such as traveling overland (or through outer space), starship combat, surviving in the wilderness, constructing your own stronghold, ruling your own dominion, and more!

The second rulebook in the series is the *Intermediate Rulebook* that expands player-character abilities, introduces rules for long-range adventures, adds additional character creation options, and much more.

The third rulebook in the series is the *Expert Rulebook* which provides rules pertaining to wilderness survival, food, equipment, and much more.

The fourth rulebook in the series is the *Master Rulebook* that provides rules for powerful, high-level characters that wish to build their own stronghold, rule over their own domain, engage in mass combat, and much more.

All the rulebooks in the series form together to create one complete system, known as **B.I.E.M.**, for playing a fantasy or science-fiction adventure game. The entire rule-set can be read in one volume known as the *Complete Rulebook*.

OA was designed to be modular; allowing the use of some, or all, of the rules from each rulebook. Once familiar with the rules use them as a guideline to create your own enemies, treasures, technologies and more.

HOW TO USE THIS BOOK

This rulebook has been divided into six sections.

Chapter One: Introduction. This chapter explains basic game 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.

Chapter Two: Character Creation. This chapter explains step-by-step how to create a fantasy or science-fiction player-character with easy-to-follow instructions.

Chapter Three: Equipment. This chapter lists necessary equipment, weaponry & armor your character may need before partaking on their grand adventure.

Chapter Four: The Adventure. This chapter is brimming with useful information and rules pertaining to the perils and rewards that await your character on their adventure.

Chapter Five: Combat. This chapter covers in-depth instructions and rules on how to engage in, and resolve, battles between your character and other creatures.

Chapter Six: Magic. This chapter lists supernatural spells and psionic abilities that certain characters can wield and unleash upon their foes.

The rules outlined in the following pages may seem confusing at first, and there may appear to be a lot of them. However, understanding the general concepts is more important than remembering every detail listed in the book.

HOW TO PLAY

READ THIS SECTION CAREFULLY! The terms discussed here will be used throughout this game book. These terms can also be found in the **GLOSSARY** on page XYZ.

PLAYER SETUP

When a group of people gather together to play a game of **OPEN ADVENTURE**, one acts as a game host, referee and narrator, known as a **Game Host (GH)**. The others play roles of medieval fantasy or science-fiction characters and are called **Characters** or **Creatures**. Each player is in control of an imaginary avatar known as a **Player-Character (PC)**. Other imaginary avatars are played by the Host and known as **Non-Player Characters (NPCs)**. 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**.

Newcomer Players. During the adventure, players with characters that have attained level 1 or higher should be allowed to refer to this rulebook whenever they wish.

However, players who are playing for the first time, or who have a character that has *not* yet reached level 1, are instead encouraged to only read this chapter of the book and discover **OPEN ADVENTURE** through their own interactions and exploration (*not* through the rules of the game). Players should **NEVER** be allowed to read the rules from the Game Host's rulebook until they take on the mantle of GH. The excitement and mystery of monsters, aliens, and magic could be spoiled if someone reads the Game Host's rulebook before they are ready.

Roles & Responsibilities

THE GAME HOST

It's the Host's responsibility to setup and prepare the setting and scenario for each adventure before actual game play begins.

Whether the imaginary setting is one of an underground dungeon, space ship, mountain wilderness, or alien planet, the area 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 friend).

Choosing A Host. The GH must spend more time creating and preparing the adventure (before actual play begins) than the other players. The Game Host must also have an intimate understanding of the rules of **OA**. Because of this, it's recommended the most-experienced player take up the

Host role which requires more forethought and work, but is an extremely rewarding experience.

Players create player-characters before the game begins. Following the instructions in **CHAPTER 2: CHARACTER CREATION**, on page XYZ, players can begin choosing the strengths, weaknesses, and personality of their imaginary character.

THE MAPPER

The Host describes what the player-characters can see, smell, and hear around them. One player should draw a map according to the Game Host's descriptions of the surrounding area; that player is called the **Mapper**. One or more PCs should be tasked with drawing a map, though one player must make a real game map (lest the players forget the way their adventurers traveled and they become hopelessly lost).

The map should be kept at the center of the table so all can clearly see its layout. Only pencil should be used when drawing the map for easy correction of mistakes or errors in the sketch as the party moves forward on their adventure and the surrounding area is revealed. Eventually, the GH's and players' maps should look more or less alike.

THE CALLER

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 their character is doing. It's the caller's responsibility to insure each player's wishes are accurately represented and relayed to the GH. The caller does not tell the other players what to do but rather merely reports the wishes of the party. The caller is a mediator between the players and the Game Host and should not judge what the players wish to do.

The Game Host may choose to talk directly to the players during chaotic or confusing parts of the adventure, like when combat ensues. Some games may go without a caller—such as when playing with a small number of players—but it's encouraged to have a caller to cultivate camaraderie amongst the party.

THE QUARTERMASTER

One player should be chosen to keep a written record of any equipment, money, or treasure that is shared amongst the party.

However, individual items that are used only by one character should be tallied and monitored by the player whose character owns the items. Any party or group loot should be noted on a separate piece of paper by the **Quartermaster**.

The quartermaster should make sure to keep a detailed record of the amount of each item, the condition (or status) of the item, the perceived

worth (or appraisal) of any treasure, and where each piece of equipment is being stored.

After the GH has created and setup the adventure and the players have created their characters the game is ready to begin.

GAME SETUP & PREPARATION

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 refreshments for yourself and others as games of this nature can last for hours.

Game Aids & Layout. 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 the GHR, 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 and items.

GAME PLAY

OPEN ADVENTURE is played out as an interactive story between the players and Game Host. A typical game ebbs and flows between three general phases.

1. GAME HOST DESCRIBES THE SCENE

At the beginning of the game, the Host describes the opening scene in which the player-characters are experiencing.

AS AN EXAMPLE,

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

The Host's descriptions might include a few details about the world or galaxy—or this knowledge may be reserved for the players to discover bit by bit 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 player-character's adventure.

2. PLAYERS DESCRIBE THE ACTIONS OF THEIR CHARACTERS

After setting the scene, the players are free to describe to the Host what their characters are doing, such as “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 is encouraged, whether to search a catacomb for hidden treasure, or travel the countryside in search 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 traps & pits), 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 done by the player making 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 PCs meet other characters (primarily NPCs) the event is referred to as an **Encounter**. Encounters may lead to new alliances between the two parties, or lead to hostilities.

3. GAME HOST DESCRIBES THE RESULTS OF THE PARTIES' DECISIONS

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 PCs efforts, and thus the interactive story-telling process restarts back to step 1.

Combat. Any creature (whether it be an animal, humanoid, monster, or supernatural being) that is unfriendly towards the party or wants to fight the player-characters is referred to as an **Enemy** or **Opponent**. Combat typically unfolds in a more structured format, where each character takes turns fighting, running, or engaging in other combat-related activities. For more details on combat, see CHAPTER FIVE: COMBAT starting on page XYZ.

LONG-TERM PLAY

Players are encouraged to play multiple related adventures (“expeditions”) over the course of several play sessions. The player may re-use the same character throughout each adventure (so long as they are not killed in battle or die on their expedition).

As a character overcomes the challenges and completes the objectives in each adventure, they earn **Experience Points (XP)**. Experience points gained from one adventure are retained throughout the lifetime of the adventurer. With enough XP, the PC will be promoted to a new **Level**. With each level earned, the character will grow stronger, smarter, and more resilient. In total, a PC can be

promoted up to 10 times in OPEN ADVENTURE (starting at 0th level).

Non-player characters (including enemies) have levels as well and may even be promoted over time. An enemy's level indicates how ferocious and difficult they are to defeat 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.

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.

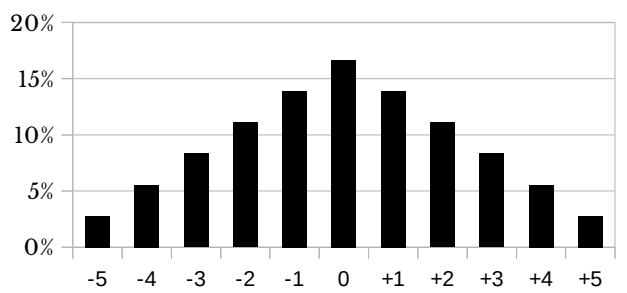
AS AN EXAMPLE,
“2D” would mean to roll two six-sided dice and add the total of all the dice rolls together.

If a plus (“+”) or minus (“-”) symbol—followed by a number—are present, then you 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.

UNIVERSAL DICE MECHANIC

In OPEN ADVENTURE any action that a character attempts to perform that has a possibility of failure (which would have a significant consequence)—such as a PC attempting a daring jump across a wide crevasse—uses a dice roll to determine if the attempt was successful or failed.



STANDARD DICE ROLL RESULTS

	0	1	2	3	4	5
0	0	-1	-1	-1	-1	-1
1	+1	0	-2	-2	-2	-2
2	+1	+2	0	-3	-3	-3
3	+1	+2	+3	0	-4	-4
4	+1	+2	+3	+4	0	-5
5	+1	+2	+3	+4	+5	0

THREE-STEP DICE PROCESS

1. Roll The Dice. To resolve a character’s ability test, roll two six-sided dice of different colors (preferably one die being white and the other black). The white die represents yang, good luck, and positive numbers. The black die represents yin, bad luck, and negative numbers.

After rolling the dice simultaneously, you only need to pay attention to the single die that rolled the *lowest* number (the other die roll can be ignored).

2. Add The Die & Character Ability. Add the lowest-rolled die to the most-relevant ability that the character is attempting to use in their ability test:

- ◆ If the lowest number rolled was on the white die, add the number to whichever ability is being tested.
- ◆ If the lowest number rolled was on the black die, subtract the number from whichever ability is being tested.
- ◆ If the two dice rolls are the same, then there is no lowest number and the skill tested is unmodified.

AS AN EXAMPLE,
A roll of 5 on the white die and a 2 on the black die would mean a result of -2 to a skill test since the 2 was the lowest number rolled.
A roll of 1 on the white die and 1 on the black die would mean a result of +0 to a skill test since neither die rolled lowest.
A roll of 1 on the white die and 3 on the black die would mean a result of +1 to a skill test since the 1 was the lowest number rolled.

Possible outcomes range from -5 to +5, with a statistical bias towards a roll of 0. Throughout Open Adventure this style of dice rolling is known as a Standard Roll (or simply “roll” for short).

3. Compare The Total To A Target Number. If the total number from step 2 is equal to (or higher than) a certain predetermined number (usually 10), the character is successful in their test. If the total is below the target number, the character has failed.

Dice In Combat. For an example on how dice rolls are used during game combat, see page XYZ.

ADVANTAGE & DISADVANTAGE

Certain special external in-game factors may tip the situation in the character's favor, granting them an **Advantage**. Similarly a special external factor can work against them, giving them **Disadvantage**. When the character has advantage (or disadvantage), the standard roll is performed slightly different.

If the character has advantage, two standard rolls are made (instead of one) and only the higher result is taken. Inversely, if a character has disadvantage, two standard rolls are made—except only the lower result is kept, instead.

PROFICIENCY & INEPTITUDE

Similar to advantage & disadvantage, special internal factors may cause the character to perform an action with expertise, prowess and **Proficiency**—or with clumsiness, awkwardness and **Ineptitude**. When the character is proficient (or inept), the standard roll is performed differently.

If the character is proficient in a task, the black die is replaced with another white die (so two white dice are rolled).

AS AN EXAMPLE,

Normally a character would roll a white die and a black die. However, because the character is proficient in a special situation, the player would replace the black die with a second white die.

Both dice are rolled, with results of +4 & +3. The player keeps the lowest-rolled die, for a final result of +3.

However, if the character is inept, the white die is replaced with another black die (two black dice are rolled), instead.

All Other Rules Apply. With both advantage & disadvantage and proficiency & ineptitude, all other rules concerning standard rolls still apply. The lowest-rolled die is still kept as the result (unless the lowest-rolled is tied with one or more other dice, in which case the result is 0).

One Of Each Type Allowed. A character can never have more than one instance of the same bonus or penalty (e.g. two advantages are not al-

lowed). However, they can have one of each—except for the opposite forms.

AS AN EXAMPLE,

A character is about to perform an ability test. They have both advantage and proficiency. They also are carrying a magical item that would grant them another proficiency.

However, because they already have one proficiency, they cannot take another.

If circumstances ever grant a character to have both advantage *and* disadvantage simultaneously, or to become proficient *and* inept at the same time, the two effects cancel out and the character loses both.

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

PRIMARY ABILITIES

Primary Abilities represent different attributes of a character. There are seven primary abilities: Strength, Perception, Dexterity, Intelligence, Vitality, Charisma, and Magic.

Primary abilities are represented by a number of points (also known as a “score”) which denote how powerful the character is in a particular ability. A character of average stature has 30 such points divided amongst the seven primary abilities.

During character creation, no primary ability can have less than 1 point allocated to it (except the Magic ability, see below), or more than 10 points placed into it. A primary ability with a value of 5 is considered average for a normal adult human.

OPTIONAL MAGIC TRAIT

The Host may decree that paranormal powers of magical origin are disallowed during the adventure. If magic is prohibited, or a character is not capable of using magic, the PC’s Magic ability should have 0 points assigned to it. For more information and a list of magic spells and psionics, see page XYZ.

Primary Abilities List

The seven primary abilities, and their significance, are explained hereafter.

STRENGTH (STR)

Strength is a measure of a character’s muscular power, and physical brawn. This ability affects how much weight 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.** Characters’ melee attack score is equal to their Strength plus their melee weapon’s destruction score (see page XYZ).

PERCEPTION (PER)

Perception refers to eye-hand coordination, attention to detail, and natural intuition.

Perception is particularly important to marksmen, 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 fighters, but also crucial to any character who engages in athletic & nimble 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 begin with an unarmed combat score equal to their Dexterity (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 scouts, but also crucial to any character who is likely to learn a large array of skills.

- ◆ **Magic.** Characters can memorize up to a number of magical spells and/or psionics 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 disciples, but is 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 health score equal to their vitality (see page XYZ).
- ◆ **Stamina.** Characters begin with a stamina score equal to their Vitality (which represents their vigor and endurance—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 convictions.

Charisma is particularly important to luminaries, but also crucial to any character who is likely to persuade, intimidate, or lead others.

- ◆ **Magic Attack.** Characters mastery over using magic during combat is equal to their Charisma plus their Magic (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 powers.

Magic is particularly important for arcanists and disciples, but also crucial for any character who wishes to harness magical powers.


- ◆ **Magic Attack.** Characters mastery over using magic during combat is equal to their Magic plus their Charisma (see page XYZ).
- ◆ **Mana & Psi.** The number of mana points and/or psi points a character has is equal to their Magic (see page XYZ).

SECONDARY ABILITIES

Secondary Abilities are sub-characteristics of PCs & NPCs. They represent an extension of specific primary abilities. Each secondary ability is based off the score of one primary ability (with the exception of magic mastery, which is based off two primary abilities). Thus, if a secondary ability were based off a character's Strength, the ability would share the same score. Additionally, secondary abilities often have numerical modifications that will further increase (or decrease) their total score separate from that of the base primary ability. Therefore, if a secondary ability had a +1 modifier assigned to it, it would be 1 point higher than the primary trait it's based off.

There are 12 secondary abilities every PC and NPC possesses: health, stamina, fortitude, reflex, willpower, initiative, magic attack, melee attack, ranged attack, unarmed attack, defense, and mana/psi.


HEALTH

Health is represented by a number of **Health Points (HP or ). HP are a measure of how many points a character can lose before they die.**

A character with many health points can suffer more damage, and is more likely to survive in combat, compared to a character with less HP.

New characters begin the game with a number of HP equal to their Vitality score. A character with 0 (or less) health points immediately succumbs to their wounds and dies. Details about character death can be found in **CHAPTER 4: THE ADVENTURE**.

STAMINA

Stamina represents a character's endurance, vigor, energy, and resistance to fatigue. Characters start the game with a number of **Stamina Points (SP or  equal to their Vitality.**

Certain perks, talents, actions, magic, and equipment may reduce a character's stamina points in exchange for special effects or benefits.

If a character runs out of stamina, they may not spend additional SP until they regain at least 1 stamina point. However, if a character is forced to

continue to lose SP (such as from a magical effect) they lose HP, instead.

AS AN EXAMPLE,

A player-character with 0 stamina points who takes 2 SP damage loses 2 HP, instead.

ABILITY TESTS

Characters may perform various actions within the game world (such as running, jumping, swimming, or talking), based off their abilities. When players talk aloud at the game table, the assumption stands that their words are meant as the dialogue of their player-character.

AS AN EXAMPLE,

A player speaking aloud “You dare unsheathe your dagger in front of the king?! You bring dishonor to this court!” indicates the words their PC speaks.

SECONDARY ABILITIES

Secondary Ability	Base Primary Ability
Health	= Vitality
Stamina	= Vitality
SAVE TESTS	
Fortitude	= Vitality
Reflex	= Dexterity
Willpower	= Charisma
COMBAT	
Initiative	= Perception
Magic Attack	= Charisma + Magic
Melee Attack	= Strength + Weapon
Ranged Attack	= Perception + Weapon
Unarmed Attack	= Dexterity - Encumbrance
Defense	= Dexterity + Armor
MAGIC	
Mana & Psi	= Magic

However, the player may indicate to the GH that their words are not those of the character, but instead either light banter (between players, the topic of which should remain on the details of the party and their adventure), a question, or request for clarification about the surrounding area, or adventure; or a statement concerning the exact actions of the character within the imaginary fantasy world.

Declaring Actions. When declaring actions of their character, players must be descriptive and

dramatic. A proper description should include “what” action the player-character is attempting, “how” it’s being done, “why” the PC chose to do it, “when” the PC is doing it (if there’s a certain delay or urgency involved) and “who” the adventurer is targeting with their actions, if anyone.

Testing Character Abilities

When To Test. If the character attempts to perform a mundane or easy task, it’s assumed they will work on the task until it’s complete. Per contra, the character attempting an impossible task will simply fail at their endeavor (at the cost of exerting wasted effort and lost time). The Host will notify the player of the outcome from either scenario.

However, if the character attempts an action that has a possibility of success, a possibility of failure, and threatens cost (or consequence) if the action fails (e.g. the character struggles to jump over a bottomless pit), the Game Host will adjudge for an **Ability Test**.

How To Test Abilities. To perform an ability test, the player makes a standard roll (see page XYZ) after describing the character’s actions to the GH or caller. The results of the roll are applied to one primary ability of the PC that the Host deems most-appropriate for the type of action being performed.

AS AN EXAMPLE,

The character wishes to arm wrestle an opponent. The GH determines the character should perform an ability test to see if they’re successful.

The Game Host decides the Strength ability is the logical primary ability to test. The player adds the result from a standard roll to the PC’s Strength ability.

Success & Failure. If the grand total of the ability test is equal to (or greater-than) a score of 10, the test is successful. An unsuccessful ability test means the character has failed at performing the action and suffers any cost (or consequence) of their failure.

Test Difficulties

Some situations alter the **Target Number (TN)** needed to succeed at an ability test. A TN may be more (or less) difficult than the default value of 10.

AS AN EXAMPLE,

A padlock made of superior materials and craftsmanship may be more difficult to lockpick than a normal lock. The Game Host may decide a character needs to roll a 12 (or higher), instead of a 10, for a successful skill test.

Circumstantial Target Numbers. When circumstances within the adventure, or immediate situation, make the difficulty of completing the action being tested easier (or harder) than normal—or when the player's descriptions of the character's actions provide a helpfulness (or hindrance) to the situation—the final target number can be higher (or lower) than the default value of 10.

The TN can be changed to any number from 1 through 20 (with 20 representing maximum difficulty) by the GH, at their own discretion.

SAVES

A **Save** represents the chance for the character to avoid (or reduce) the effects or damage from certain attacks and conditions. There are three types of saves every character possesses.

Fortitude (FORT)

Fortitude is a measure of the character's immune system, hardiness, and physical resilience. A strong fortitude allows the character to resist poisons, diseases, acids, and other ailments. The character begins with a fortitude score 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. The character begins with a reflex score 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. The character begins with a willpower score equal to their Charisma.

Save Tests

When the character attempts to save themselves from damage or an ill-effect, the player may make a special ability test—known as a save test.

When To Save. Only certain attacks, abilities, magic spells/psionics, and other effects allow a character to save against its consequences. It will always be stated within the rules of the special ability on whether a save is possible or not.

A successful save means the amount of damage suffered is reduced by half of normal, or the effect is negated entirely (depending on the special effect). An unsuccessful save means the character takes full damage, or suffers the entire effect.

Damage Resistance

In special situations the character may have exceedingly strong (or exceptionally weak) resistances

against certain types of damage (see a list of damage types on page XYZ).

RESISTANCE THRESHOLDS

There are five types of resistance thresholds a character may have towards various damage types:

- ◆ **Vulnerable.** Each time the character suffers damage from a type they are vulnerable towards, they suffer double damage, instead.
- ◆ **Susceptible.** Each time the character suffers damage from a type they are susceptible towards, they must perform a save test (see page XYZ to determine which save test). If they fail, they suffer double damage, instead.
- ◆ **Normal.** The default stance most characters have towards the majority of damage types. No additional damage is suffered (or negated) from a normal damage resistance.
- ◆ **Resistant.** Each time the character suffers damage from a type they are resistant against, they may perform a save test (see page XYZ to determine which save test). If they succeed, they suffer half damage, instead.
- ◆ **Immune.** The character is completely immune to the damage and effects.

As stated above, each damage type may require a specific save test (fortitude, reflex, or willpower) to be performed by the saving character.

AS AN EXAMPLE,

The adventurer gets attacked with a sword (which the GH considers as inflicting kinetic damage). If the defending character was resistant against kinetic damage, they would attempt a reflex save.

However, if they suffered poison damage instead (of which they are also resistant towards), they would attempt a fortitude save.

See page XYZ for a list of what saves are performed for various damage types.

MULTIPLE RESISTANCES

If the character suffers damage (or effects) from a source that inflicts multiple types of damage (e.g. an attack that deals both “electric” and “fire” damage), the character can only resist against the damage type that they have the lowest resistance towards.

AS AN EXAMPLE,

The character is immune towards electric damage but susceptible towards fire damage. They get hit by an attack that deals both types of damage simultaneously.

Although the character is immune towards the electric type, they would still need to succeed at a save, or take double damage because they're vulnerable towards fire. To be completely immune, the character would have to be immune to both damage types.

INITIATIVE

If an NPC's reaction is hostile, or a fight breaks out, combat will begin. However, before combat starts, each allegiance has a chance to gain the **Initiative** (be the first to act). To determine which party gains the initiative, all parties involved must make a special ability test known as an initiative test.

The character begins the game with an initiative score equal to their Perception.

ATTACK & DEFENSE

When the character finds himself (or herself) in combat, they rely on their attack and defense abilities to survive. The following information is a general overview of combat abilities. For more information about combat, see **CHAPTER 5: COMBAT**.

Attack

Attack (ATK) is a measure of how well a PC can fight and deal damage to enemies when in combat. There are four types of attack:

- ◆ **Magic Attacks.** The character's ability to wield the enigmatic, feral, and cryptic forces of magic during combat. Characters with a high Charisma and Magic can command spells and psionics that manifest as physical attacks because of their ascendancy over the arcane.
- ◆ **Melee Attacks.** A combination of how well the character can use a melee weapon during combat, as well as the quality of the weapon they're wielding. Characters with a high Strength ability are skilled melee fighters because of their physical ability to bash, pierce, and slash their way in battle.
- ◆ **Ranged Attacks.** A combination of a character's eye-hand coordination and preciseness in hitting weak points of a target, as well as the accuracy and lethality of the ranged weapon they're using. Characters with a high Perception are skilled ranged fighters due to their excellent targeting capabilities in battle.

- ◆ **Unarmed Attacks.** Any form of kicks, strikes, trapping, grapple, or counter-weapon techniques that are performed unarmed. Characters with a high Dexterity are skilled unarmed fighters because of their flexibility and speed at winning fights.

MARTIAL WEAPONS

Some special weapons (such as brass knuckles), are known as "martial weapons", and may be used only while performing unarmed attacks.

Every weapon used in combat has a **Destruction** (or **Destroy** or **DST**) score. To determine how effective in combat the character is, add their Strength or Perception (when making a melee or ranged attack, respectively), and the weapon's destruction number. When added together, the sum of these two scores represent the character's **Attack** value.

AS AN EXAMPLE,

The character with a Perception of 6 who is attacking with an assault rifle with 3 destruction would have an attack of 9 ($6 + 3 = 9$).

Some weapons have a destruction of 0. This simply means the quality of the weapon is poor; not that no damage is inflicted. If a weapon had a negative destroy score (e.g. -2 or -3), the weapon's destruction would be subtracted from the Strength or Perception of the PC, instead.

Weaponless Fighting. When performing an unarmed attack, the same process is used as described above except no weapon destruction is added (unless the attacker is using a special "martial weapon"), their unarmed attack is reduced by -1 attack for every encumbrance counter they have (see page XYZ), and the attacker uses their Dexterity ability (rather than their Strength or Perception) to calculate their attack score.

Attack Formula. Regardless of the attack type, the process is the same:

1. Find the character's Charisma & Magic, Strength, Perception, or Dexterity score (depending on the attack type).
2. Find the weapon's destroy number (if it's a melee or ranged attack).
3. Add the two numbers together.

i MULTIPLE ATTACK SCORES

Characters who wield dual weapons, or switch from one weapon to another, will often have different attack values for each weapon since the destruction rating of weapons are often different.

Defense

Defense (DEF) is a rating of a character's passive deterrence from attacks by enemies; as well as the craftsmanship and quality of any armor they're wearing.

Defense is calculated the same as an attack, but uses a character's Dexterity score and the **Protection** (or **Protect** or **PRO**) rating of any armor worn. All armor, including shields, have a protection score.

AS AN EXAMPLE,

The character with a Dexterity of 5 wearing an armor with 2 protection has a total defense of 7 ($5 + 2 = 7$).

For details on how attack and defense work in battle, see **CHAPTER 5: COMBAT**.

MAGIC POINTS

The character may receive a number of magic points equal to their Magic ability. Magic points come in two general types: **Mana Points (MP)**, which represent arcane powers commonly found in a medieval fantasy adventure, and **Psi Points (PSI)**, which represent the mysterious psionic powers of the mind.

INDEPENDENT ABILITIES

Independent Abilities are similar to primary and secondary abilities—except no independent ability is based off another ability nor is any other ability based off an independent ability. They are stand-alone abilities that represent miscellaneous characteristics of PCs and NPCs alike.

Though independent abilities are separate from other abilities—many spells, effects, and conditions may depend on or alter the value of an independent ability throughout the adventure.

There are 3 independent abilities every PC and NPC possesses: perks, speed, and talents.

PERKS

The multitude of species found within a fantasy world or science-fiction galaxy each have unique

abilities, extraordinary powers, and special capabilities; collectively known as **Perks**. A perk is an inherit ability that comes naturally for a unique species (although other species may share the same or similar perk).

Beginning Perks

Each species begins the game with three perks that are automatically ready for use (see the individual species for a list and description of the perks available to them starting on page XYZ). However, some perks are particularly powerful; and count as two perks instead of one. In such a case—if the player decides the character will have that perk—they must relinquish another perk so that the total perk count always equals three.

SPEED

The **Speed** of the character is a measure of the number of **Speed Points (SPD)** they have to expend moving through spaces of an area.

Beginning Speed

Creatures of different types move at different speeds. Some species are fast and nimble while others are slow and lumbering. Therefore, the character's species determines their speed. In **CHAPTER 2: CHARACTER CREATION**, after the player has chosen the character's species, the base speed is listed for easy reference.

Most creatures can move at a speed of 4 to 8 spaces per turn.

COMBAT SPEED

Combat (and other scenarios that require precise planning & attention to detail) are played-out in slow-motion—referred to as tactical time. Tactical time is played out on a local map with square (or hexagon) spaces equaling 1 meter in length.

During each turn of combat the character may perform two half-round actions moving. Each time the character spends a half-round action moving, they have a number of speed points to spend equal to their speed score.

AS AN EXAMPLE,

The character has a speed of 6. During combat, they choose to spend a half-round action moving. The character has 6 speed points to spend on moving.

Double Movement. Because a character can perform two half-round actions each turn of combat, they may move twice—each time gaining a number of SPD equal to (but never more than) their speed score.

TALENTS

TALENT LEARNING

Archetype	0	1	2	3	4	5
Arcanist	–	B	–	–	–	I
Disciple	–	B	–	–	–	I
Scout	B	–	I	–	–	–
Warrior	B	–	–	I	–	–

B = Basic talents, I = Intermediate talents,
0-5 = Experience levels

As the character grows in experience, they develop **Talents** that they can use during their adventure. Talents are special abilities specific to an archetype (see page XYZ); and are divided into two tiers: basic talents & intermediate talents.

Difference From Perks. Talents are similar to that of perks (explained on page XYZ); with both offering special abilities to the character. However, the chief difference between the two is that that perks are inherit to a species and come naturally to the character; whereas talents are archetype-dependent and can be trained, forgotten, and/or re-trained at a later time.

Beginning Talents

Each tier of talents become available to the character at certain experience levels (dependent upon the archetype of the PC—see the table on page XYZ).

Training

Each tier has two talents to chose between. Once a tier becomes available to the character, they may seek out a teacher (or master) of the same archetype as themselves (but at least one level higher) to train in one of the two talents.

Training In A Talent. Once the character has chosen which talent they will train in, they must spend any necessary money and time training. If their training is successful, they acquire the new talent and may begin using it immediately.

CHAPTER II: CHARACTER CREATION

Below are step-by-step instructions on what players need to do to create a new player-character for the **OPEN ADVENTURE** game. In a two-person game (with one Host and one player), a player should create at least two player-characters, instead.

STEP-BY-STEP CREATION

Before a player can play the game, they must create a player-character. The following instructions outline the steps needed to create a complete PC ready for an adventure (or expedition) in the **OPEN ADVENTURE** game.

I. SELECT SPECIES

» QUICK CREATION

Roll 2D three times then assign one roll to choosing the character's species.

SPECIES

The character is assumed to be of a particular creature type. Creature types are referred to as **Species**. Each species carries with it an array of strengths, weaknesses, and abilities. The player doesn't need to know all the personality traits of a creature type to begin playing it—if in doubt, they're encouraged to make it up!

Random Species Selection

To begin, the player must roll 2D three times and consult the table on page XYZ. The player may assign one of the rolls they made to a species of the same number that the character is born as.

AS AN EXAMPLE,

The player is creating a new science-fiction character. They roll 2D three times for results of 5, 4, and 7. The player may assign one of the rolls to the common species table on page XYZ. The character may be born as either an android (5 & 4) or human (7).

⚔ ALTERNATIVE RULE

With the Host's approval, the character may be any species and/or race of the player's choosing.

COMMON SPECIES

Roll 2D	Fantasy	Science-Fiction
2-5	Dwarf	Android
6-8	Human	Human
9-12	Elf	Genetic Clone

Once the character's species has been determined, the player should write down all of the details of that creature type (found on the following pages):

- ♦ **Primary Ability Scores.** The default scores creatures of that type begin with. As the character grows from adolescence to adulthood in the following steps, certain numbers will increase or decrease (depending on the choices made by the player).
- ♦ **Speed.** A score representing the number of points the creature can spend to move through spaces. See page XYZ for details about movement.
- ♦ **Size.** Denotes both the height and body type of the creature. See page XYZ for details concerning character sizes.
- ♦ **Perks.** Perks represent special abilities that are inherit to the species. See page XYZ for details on perks.

Write down all the details of the selected race onto the character record sheet, and make any adjustments to the character's primary abilities.

i CHANGING ABILITY SCORES

The primary abilities listed for the character's species is only the beginning. Each race modifies these scores, and in the following steps of player-character creation, additional points will be allocated to their abilities as they become a young adult.

HUMAN

STR:	PER:	DEX:	INT:	VIT:	CHA:	MAG:
4	1	3	6	4	3	–

Humans are the most widespread of all the species. Their traits of curiosity, resourcefulness, and unyielding courage have helped them to adapt, survive, and prosper in almost every world they have explored.

Speed. 6

Size. Medium height & average body

Fast Climb. Humans are proficient when climbing, gain +2 speed when moving through vertical terrain, and can free-hang twice as long as normal.

Intuitive Swim. Humans are good swimmers, allowing them to move through liquid terrain at normal speed and be proficient with all swim ability tests.

Swift Sprint. Humans may expend 1 stamina point to gain +50% of their speed (rounded down) until end of turn.

FANTASY SPECIES

Below is an alphabetical list of fantasy species that may be used throughout the game of **OPEN ADVENTURE**.

DWARF

STR:	PER:	DEX:	INT:	VIT:	CHA:	MAG:
5	2	2	1	7	4	–

Dwarfs 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; dwarfs love grand feasts and strong ale. They can be dangerous opponents, able to fight with any weapon—melee or ranged. They admire craftsmanship and are fond of gold and stonework. Dwarfs are stalwart against poisonous and evil influences.

Speed. 6

Size. Small height & stout body

Stalwart Tolerance. Dwarfs are proficient when saving versus nonmagical biological (acid, disease, and poison) damage and effects.

Rapid Recovery. Dwarfs naturally recover +1 SP per experience level for each short rest they complete.

Hallowed Heart. Dwarf's souls are naturally pure, making them resistant towards evil-damage, evil-magic, and evil-effects.

ELF

STR:	PER:	DEX:	INT:	VIT:	CHA:	MAG:
–1	5	3	4	2	2	6

Elves are graceful, slender demi-humans with delicate features and pointy ears. Elves are known to use magic spells, 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 magical items. They love beautifully crafted items

and choose to live an agrarian life in accord with nature.

Speed. 7

Size. Medium height & slim body

Light-Footed. Elves can walk over mud, sand, snow, and other non-liquid sinking terrain as if it were normal solid terrain.

Watchful Instincts. The threshold needed for elves to surprise other characters is reduced by –1 (from 5 to 4). However, if the elf is making noise (including passively such by wearing metal armor), or less than 10 spaces away from characters lacking this perk, it cannot be used.

Gaeen Lifeblood. Elves' essence are attuned with nature, making them resistant towards nature-damage, nature-magic, and nature-effects.

SCIENCE-FICTION SPECIES

ANDROID

STR:	PER:	DEX:	INT:	VIT:	CHA:	MAG:
1	5	4	7	2	2	–

Androids are machine robots made to resemble the anatomical likeness of a humanoid. Most androids—but not all—have two legs, two arms, a head, and torso. Androids can speak, see, and think like humans due to their likeness. They are manufactured for many different purposes from industrial fabrication to warfare. The majority of androids are looked at as inferior to biological beings. However, in some areas androids have rebelled against their makers and created a collective band of machine-men.

Speed. 6

Size. Medium height & stout body

Machine Body. Androids are made of logic boards and circuitry making them immune to non-magical biological-damage (acid, disease, and poison) and biological-effects, but susceptible against energy-damage and energy-effects.

Suffocation Resistance. Androids can hold their ventilation (breath) up to three-times longer than normal before suffocating.

Thermal Vision. Androids can see bodies of heat when in darkness (or twilight) up to 6 spaces away. Thermal vision cannot be used to detect cold blooded or undead creatures.

GENETIC CLONE

STR:	PER:	DEX:	INT:	VIT:	CHA:	MAG:
3	5	2	2	6	4	–

Genetic clones are creatures who were designed and created in a laboratory as super soldiers to fight far-away wars for a dystopian empire. Genetic clones have impeccable bodies for battle: large muscles, perceptive eyes & ears, 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, the rogues wander the expanse of space taking on various jobs for galactic credits. A few still enjoy the thrill of combat and seek out bounty hunting or mercenary jobs—while others try to escape their past.

Speed. 5

Size. Medium height & stout body

Fast Heal. Clones naturally heal +1 HP per experience level, each day, but also suffer +50% damage and effects from acid, disease, or poison.

Rapid Recovery. Clones naturally recover +1 SP per experience level for each short rest they complete.

Catlike Reflexes. Clones are proficient when making a reflex save against traps.

II. CHOOSE AN ARCHETYPE

» QUICK CREATION

Choose an archetype for the character. Record all of its bonuses, penalties, abilities, and characteristics.

Archetypes can be thought of as a combination of broad characteristics, acumens and capabilities developed over years 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.

AS AN EXAMPLE,

If the player wanted their character to be a strong, courageous guardian who wields a spear or laser sword, they might be interested in their character belonging to the warrior archetype.

In total, there are four archetypes available: arcanist, disciple, scout, and warrior. The details of each archetype are described below.

ARCHETYPES

Archetype	Expertise
Arcanist	Spells & psionics
Disciple	Religious & spiritual magic
Scout	Skills & intellect
Warrior	Melee-weapon combat

ARCANIST

The **Arcanist** is perhaps the most mysterious and enigmatic of all the archetypes. Magicians and psionics are known collectively as “arcanists”, 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. Arcanists 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.

ARCHETYPAL BONUSES & PENALTIES

- ◆ **Ability Increases.** +1 Intelligence, +1 Magic
- ◆ **Health Points.** Gain +1D-1 HP per level.
- ◆ **Speed.** -1 speed
- ◆ **Erudition Increase.** +1 wisdom.
- ◆ **Magic Memory.** Arcanists can memorize +2 more spells, or psionics than normal.
- ◆ **Occult Resistance.** Arcanists are resistant to the damage & effects of either blue magic, red magic, light psionics, or dark psionics (player's choice).

Basic Arcanist Talents

At 1st level, arcanists may train in one of the two talents listed below.

FAST LEARNER

Arcanists can train to observe and learn faster than most other characters can comprehend. Every time the arcanist earns experience points, they gain additional XP, equal in percentage, to their current experience level multiplied by 10.

DANGER SENSE

Arcanists can train to have a supernatural intuition when danger lurks nearby. The player may expend 1 stamina point to re-roll their next reflex save (up to a maximum of three times, paying the cost each time). Once completely used, danger sense cannot be used again until after the arcanist completes a short rest.

Intermediate Arcanist Talents

At 5th level, arcanists may train in one of the two talents listed below.

MAGIC MASTERY

Arcanists can train to cast higher-grade magic. Choose either one or two of the following magic forms: blue magic, red magic, light magic, or dark magic. Once chosen, this selection cannot be changed later.

The arcanist can use the 1st & 2nd grade of all the magic form(s) chosen. Additionally, if only one form was chosen (instead of two), the arcanist can use the 3rd grade (see magic details on page XYZ).

PSYCHIC

Arcanists can train to possess innate psionic powers. Choose either any two 0th order psionics or one 1st order psionic. Once chosen, this selection cannot be changed later. The arcanist may cast one instance of the chosen psionics without needing to memorize them or pay the cast cost.

DISCIPLE

Disciples live a life of devotion and servitude towards their religious deity (or mystical cause). Many disciples belong to a sect of like-minded characters who have dedicated their existence to their faith. Religion & spirituality are important to disciples, with such beliefs serving as a moral compass and central tenant to their lives. Some disciples, 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.

ARCHETYPAL BONUSES & PENALTIES

- ◆ **Ability Increases.** +1 Vitality, +1 Magic
- ◆ **Health Points.** Gain +1D+1 HP per level.
- ◆ **Speed.** -1 speed
- ◆ **Erudition Increase.** +1 wisdom.
- ◆ **Philia.** Disciples lose -1 exult point when attacking creatures of the same alignment as their deity.
- ◆ **Symbol & Scripture.** Disciples lose -10% XP for as long as they are without their magic symbol, and an additional -10% XP for as long as they are without their canon (religious book). Lastly, the disciple cannot promote to a new level for as long as they are without either item.

Basic Disciple Talents

At 1st level, disciples may train in one of the two talents listed below.

DIVINE SENSE

Disciples can train to have the ability to sense the presence of good and evil emanations—up to 12 spaces away. If the disciple concentrates for 1 minute, they learn of the exact location and alignment of any celestial, fiend, or undead creature within range, and of any nearby object or region that has been consecrated (or desecrated).

SHIELD BASH

Disciples can train to make an extra attack with their shield once per round, as a free action. Their shield is treated the same as a one-handed improvised weapon (see page XYZ).

Intermediate Disciple Talents

At 5th level, disciples may train in one of the two talents listed below.

AID ALLY

Disciples can train to offer an assisting hand to a nearby ally in the midst of combat. If an adjacent ally is attacking (or being attacked by) an enemy adjacent to them, the disciple may choose to spend a full-round action to come to their aid. Until end of round, either that ally gains advantage on their attack rolls (so long as they remain adjacent to the disciple), or all enemies gain disadvantage when attacking the ally (disciple's choice).

Aid ally must be performed before the ally attacks (or is attacked) that round.

SPIRITUAL SUPREMACY

Disciples can train to use higher grade magic granted to them by their deity. The disciple can use 1st, 2nd & 3rd grade white magic, green magic, or black magic (if their alignment is good, neutral, or evil, respectively).

SCOUT

Scouts are highly intelligent and well-trained individuals who prefer to work in the shadows or away from the prying eye of the public. Scouts often employ a plethora of skills and secret trade craft to complete a job in a pinch.

Scouts are known to be jack-of-all-trades; but masters to none. They often avoid direct confrontation; choosing more nefarious or unconventional means of combat where brains and skillful technique win out against brawn.

Many scouts are drawn toward a life of crime & trickery; being branded by society as thieves, assassins, or spies. However, most scouts believe in a more honorable employ; leading lives as explorers, hunters, or rangers.

ARCHETYPAL BONUSES & PENALTIES

- ◆ **Ability Increases.** +1 Dexterity, +1 Intelligence
- ◆ **Health Points.** Gain +1D HP per level.
- ◆ **Speed.** +2 speed
- ◆ **Erudition Decrease.** -2 willpower
- ◆ **Endurance Decrease.** -1 stamina
- ◆ **Self-Defense Decrease.** -1 defense
- ◆ **Guerrilla Cunning.** The scout suffers -2 exult when attacking if they have neither cover or concealment, nor or are hiding (relative to the defending target).

Basic Scout Talents

At 0th level, scouts may train in one of the two talents listed below.

CLOAK OF SHADOWS

Scouts can train to blend seamlessly into shadows. The scout may spend 1 minute of time attempting to hide in darkness (or twilight) with a +4 bonus. If successful, the scout remains perpetually invisible unless they attack, make noise (of talking volume or louder), cast magic, suffer damage, is touched by an enemy, or exposed to brightness.

NATURAL EXPLORER

Scouts can train to become experts of the wilderness. The scout's movements are not slowed while sneaking, tracking, or moving through moderate terrain of natural material (e.g. underbrush, rocks, mud, etc.), nor can the scout be tracked by creatures equal to or less than their experience level.

Additionally, the scout has three favored terrains. Choose three of the following environments:

- | | |
|-----------|----------------|
| ◆ Aquatic | ◆ Marsh |
| ◆ Desert | ◆ Mountain |
| ◆ Forest | ◆ Plains |
| ◆ Hill | ◆ Subterranean |

The environments apply to all four climates (tropic, subtropic, temperate and arctic). Once chosen, this selection cannot be changed later. Whenever the scout is within one of the chosen terrains, they are proficient when performing one of the following ability tests (choose one):

- | | |
|-----------------|------------|
| ◆ Climb | ◆ Navigate |
| ◆ Craft | ◆ Search |
| ◆ Handle Animal | ◆ Signal |
| ◆ Hide | ◆ Survival |
| ◆ Lore | |

Additionally, for every two experience levels the scout is promoted (levels 2 and 4), they gain proficiency in one additional skill from the list above (when in one of the favored terrains).

Intermediate Scout Talents

At 2nd level, scouts may train in one of the two talents listed below.

SNEAK ATTACK

Scouts can train to perform a focused surprise strike against their enemy, targeting a vulnerable region on their body.

Before the scout can perform a sneak attack, they must be hidden from the creature they're targeting (e.g. by hiding, sneaking, concealment, etc.), or the creature must be surprised or helpless. Additionally, if the scout is using a ranged weapon, they must be within a number of spaces from their target equal to their Perception score. The defending creature must be living and have a discernible anatomy—undead, constructs, oozes, plants and ethereals are immune to sneak attack.

When the scout performs a sneak attack with a one-handed melee weapon, ranged weapon, or unarmed attack, their attack gains advantage and additional damage equal to one-half of their level (rounded down).

The player must make a body region roll (on page XYZ) to determine which part of the creature's body is hit. The player may use any number of exult points rolled during the attack to influence the body region roll.

AS AN EXAMPLE,

A level 2 scout sneak attacks an enemy with an attack 8. The scout's attack gains advantage, and +1 damage (level 2 ÷ 2 = +1 damage). The player rolls +2 on the attack roll, increasing the attack to a total of 10. The defender only has a defense of 7, normally resulting in 4 damage being inflicted (3 + 1 additional damage = 4).

Next, the player rolls 1D on the body region roll, resulting in a strike to the creature's torso. The player uses the 2 exult points from the attack to increase this roll from a 4 to a 6 (for a strike to the head, instead). Attacks targeting the head deal double damage, bringing the total damage dealt to 8.

If the sneak attack reduces the creature's health points to less than one-half of their maximum HP, the creature must perform a fortitude save. A failure results in the creature being killed immediately.

VIGILANCE

Scouts can train to be alert against approaching enemies. The scout can never be surprised during ini-

tiative tests and they're proficient at attacking creatures that have not begun their turn during the first round of combat.

WARRIOR

Warriors are individual soldiers, mercenaries, bounty hunters and other various types of combatants. They are athletic, courageous in battle and believe every problem can be solved with their favorite weapon—especially when standing toe-to-toe with an enemy that bars their path. Warriors are veterans of war, accumulating years of experience through tried and true methods of combat.

ARCHETYPAL BONUSES & PENALTIES

- ◆ **Ability Increases.** +1 Strength, +1 Vitality
- ◆ **Health Points.** Gain +1D+2 HP per level.
- ◆ **Speed.** -2 speed
- ◆ **Mighty Muscles.** +1 bonus to any one Strength-based ability test (of the player's choice)

Basic Warrior Talents

At 0th level, warriors may train in one of the two talents listed below.

DUAL-WIELD SPECIALIZATION

Warriors can train to become adept at fighting with two weapons at once. When the warrior attacks with two one-handed melee weapons, their main-hand weapon does not have ineptitude from dual wielding (but their off-hand weapon still does).

POWER ATTACK

Warriors can train to poise their weapon for a crushing blow upon their enemy. The warrior may reduce their next attack with a two-handed melee weapon by -X; where X is a number (of the player's choice) between 1 and the weapon's destruction score (minimum 1).

If the attack would deal 1 or more points of damage, it inflicts +2 damage for every -1 point placed in X.

The player must declare the warrior is using power attack (and the value of X) before the attack roll is made.

Once used, power attack cannot be used again until the warrior completes a short rest.

Intermediate Warrior Talents

At 3rd level, warriors may train in one of the two talents listed below.

ENFEEBLING STRIKE

Warriors can train to perform strikes that slow and stun their opponents. As a special melee attack, if enfeebling strikes deals 1 or more points of dam-

age, the defender becomes slow for a number of minutes equal to the number of points of damage dealt, instead.

Additionally, enfeebling strike also causes the defender to have disadvantage on all of their Strength-based, Dexterity-based, and Vitality-based ability tests during the same time.

Once used, enfeebling strike cannot be used again until after the warrior completes a short rest.

SWEEP ATTACK

Warriors can train to perform a spinning attack, targeting multiple enemies. The warrior may perform a special melee attack with both proficiency and sweep. If an enemy suffers 1 or more points of damage from sweep attack, they're also knocked back that many spaces (up to a maximum number equal to the warrior's level, minimum 1)—however creatures two or more sizes larger than the warrior cannot be knocked back this way.

Once used, sweep attack cannot be used again until after the warrior completes a short rest.

III. CUSTOMIZE THE CHARACTER

» QUICK CREATION

Distribute +2D additional points among the seven primary abilities (in any order of the player's choice).

The character gains an additional +2D primary ability points that can be distributed among any of the seven primary abilities, in any order of the player's choice. However, two rules must always be followed, when distributing these points:

- ◆ No primary ability (except magic) can have a score of less than 1.
- ◆ No primary ability (including magic) can have a score greater than 10.

Customizing the character allows the player to raise exceptionally low scores, or bolster an already-powerful primary ability to an even higher number.

V. FILL IN THE NUMBERS

After all the primary ability scores have been determined, along with all bonuses, penalties, perks and talents, the final step to creating a character is for the player to "fill in the numbers" by determining the scores for all of the character's secondary abilities. This step involves two parts:

1. APPLY MODIFICATIONS

Apply any changes to the character's primary, secondary and/or independent ability scores. Such scores can be modified by aspects such as: species, perks, trade and archetypal talents.

The player should make particular note of any changes to the character's health points, stamina points, and save tests. Note that a character's height and body type (see size on page XYZ) may provide additional modifiers to their abilities.

2. CALCULATE SECONDARY ABILITIES

Refer to page XYZ for instructions on how to determine the scores for all 12 secondary abilities.

CHAPTER III: EQUIPMENT

Adventurers risking their lives by embarking on treacherous quests are far more likely to survive when properly equipped and supported by hired help.

This chapter includes a simple list of common weapons, armor, and tools for sale; as well as familiar NPCs that can be employed by the party. The following lists should not be considered complete, but rather an example of the type of gear the Game Host may offer in their own adventure.

MONEY

There are three types of currencies (known as “denominations”) in OPEN ADVENTURE that the character can use to make purchases or sales.

- ♦ **Fantasy Currency.** Copper Coins (CC) are the smallest denomination worth the least value. 100 CC makes up one Silver Coin (SC), and 100 SC makes up one Gold Coin (GC).
- ♦ **Science-Fiction Currency.** Core Credits (CC) are the smallest denomination worth the least value. 100 CC makes up one Star Credit (SC), and 100 SC makes up one Galactic Credit (GC).

STARTING WEALTH

The character begins the game with 3D silver coins or star credits (if in a fantasy or science-fiction adventure, respectively).

Coin Value. For reference, an average middle-class character earns approximately 10 sc as a day’s wage (or about 1 sc per hour of work).

EQUIPMENT

Before the adventure begins, the player may spend their character’s starting money to purchase weaponry, armor, clothing, food and expedition equipment.

Most of the items listed on the following pages are considered to be sold by the majority of merchants selling such wares. If the character wishes to purchase an item not found in the following lists, they should consult with the GH who may carefully consider a reasonable price for the item.

EQUIPMENT INFORMATION

Information in the equipment tables below have one or more of the following references:

- ♦ **Equipment Name.** Describes the type of clothing, weapon, armor, etc. the equipment is meant to be.
- ♦ **Cost.** The amount of coins (or credits) that must be spent to purchase the equipment.
- ♦ **Combat Abilities.** Special abilities the equipment provides to the character, when used. Certain abilities use special symbols (see below for the meaning of these symbols). If no ability is listed, common sense is used to determine the natural capabilities of the equipment.

Special Symbols

Many (but not all) weapons & armor have special abilities that utilize special symbols. These symbols include:

- ♦ **Health Points.** HP is represented by the “♥” symbol.
- ♦ **Stamina Points.** SP is represented by the “⚡” symbol.
- ♦ **Activation.** The “↻” symbol represents activating the ability to use its effects. Activation is a free action, but cannot be done more than once per round (resetting at the beginning of the activating character’s next turn).
- ♦ **Exult.** Exult points are represented by the “★” symbol. See page XYZ for information on exult.
- ♦ **Mana/Psi.** Different forms of mana & psi points are represented by the “☾”, “☼”, “💧”, “🌀”, “💧”, “🔴”, “🟢”, and “✳” symbols. See page XYZ for more information.

Ability Costs. Some abilities require a cost to be paid before the associated effect can be used. The cost of the effect is denoted to the left of a colon (“:”) followed by the effect (e.g. “★: entangle”).

AS AN EXAMPLE,

A weapon has a special ability that reads “⚡⚡⚡: inflict 1 pierce”. In order for the character to use the weapon’s pierce ability, they must first expend 3⚡. If they don’t (or cannot) pay the cost, the ability cannot be used.

WEAPONRY

Weapons are usually sold exclusively at an armory. The weaponry tables, beginning on page XYZ, show a basic list of common weapons the character can purchase.

FANTASY MELEE WEAPONS

Weapon	Cost	Destruction	Hands	Combat Abilities
Axe, Battle	15 sc	3	2H	Counter-deflect; : Inflict 1 bleed
Cestus, Bladed†	9 sc	2	1H	: +1 destruction
Dagger	3 sc	1	1H	–
Flail	225 cc	1	1H	–
Hammer, War	6 sc	2	1H	: Inflict 1 knockback
Polearm, Trident	9 sc	2	2H	: Gain hook
Quarterstaff	75 cc	1	2H	–
Rod, Morningstar	6 sc	2	1H	Delay
Sword, Long	15 sc	3	1H	: Inflict 1 sunder
Sword, Short	525 cc	2	1H	: Inflict 1 sunder

† = Martial weapon

FANTASY RANGED WEAPONS

Weapon	Cost	Destruction	Hands	Range	Combat Abilities
Atlatl ²	150 cc	1	1H	3	–
Blunderbuss ³⁵	12 sc	3	1H	5	: Knockout; : Inflict 1 knockback
Bow, Long ¹	9 sc	1	2H	10	: Gain +1 range; Slowshot
Bow, Recurved ¹	12 sc	2	2H	8	: Inflict 1 sunder; Counter-deflect
Bow, Short ¹	6 sc	–	2H	7	–
Crossbow, Hand ⁴	9 sc	–	1H	5	: Inflict 1 pierce
Crossbow, Heavy ⁴	12 sc	2	2H	6	: Gain +1 destruction; : Inflict double damage
Crossbow, Light ⁴	6 sc	1	2H	5	: Inflict 1 pierce

THROWN WEAPONRY

Net	150 cc	–	2H	3	: Entangle
Spear	3 sc	1	1H	4	–

1 = Requires arrows, 2 = Requires darts, 3 = Requires pellets, 4 = Requires quarrels, 5 = Requires saltpeter

Weapon Information

Weapons have the following additional pieces of information:

- ◆ **Destruction.** A weapon's destruction score is added to the character's Strength or Perception (depending on if the weapon is melee or ranged, respectively) to calculate the character's attack score (see page XYZ for details). Common sense is used to determine the type of damage inflicted by the weapon (see page XYZ for damage types).
- ◆ **Range.** The maximum number of spaces a ranged weapon can attack a distant target. This score will increase or decrease depending on the positive (or negative) number rolled during the attack roll.

AS AN EXAMPLE,

A weapon with range 3 would increase to range 5 with a +2 attack roll (3 + 2 = 5).

- ◆ **Handedness.** The number of hands required to wield the equipment. Weapons require either one or two hands to use. If the character does not have enough free hands to use the item, the item cannot be used. See page XYZ for information about wielding two weapons simultaneously.

FANTASY AMMUNITION

There are five main forms of ammunition used by various fantasy ranged weaponry. All ammunition (and its details below) are in groups of 10 per bundle.

- ◆ **Arrows.** An arrowhead attached to the front end of a shaft, with fletchings and nock on the opposite side. Costs 1 sc.
- ◆ **Darts.** Contains a sharp, weighted point with a long shaft and fletchings in the rear. Costs 1 sc.

- ♦ **Pellets.** Miniature rounded lead balls (or oval-shaped stones). Costs 20 cc.
- ♦ **Quarrels.** Contains a short shaft with a wide, heavy front and sharpened tip. Costs 2 sc.
- ♦ **Saltpeter.** Small grains of extremely combustible black gunpowder. Also known as niter. Costs 4 sc.

SCIENCE-FICTION AMMUNITION

There are four main forms of ammunition used by various science-fiction ranged weaponry. All ammunition (and its details below) are in groups of 10 per bundle.

- ♦ **Bullets.** A pack of small metal spheroids encased in shells with gunpowder. Costs 5 cc.
- ♦ **Fuel.** A canister containing a liquid, gas, or solid fuel that can be combusted or converted into plasma. Costs 2 sc.
- ♦ **Missiles.** Any unguided long-body munition; typically the shape of a needle, dart, or rocket. It may or may not be self-propelled. Costs 60 cc.
- ♦ **Power Cells.** Cylindrical capsules that store chronoton, neutronium, biogel, antimatter, or some other form of exotic energy-based matter that is converted into electrical power. Costs 1 sc.

ARMOR

The armor tables, beginning on page XYZ, show a basic list of common armor for sale. Armor has the following informational details:

- ♦ **Protection.** An armor's protection (or "protect") score is added to the character's Dexterity to determine their defense score. This score determines how many points of damage from an enemy's attack are negated.

SCIENCE-FICTION MELEE WEAPONS

Weapon	Cost	Destruction	Hands	Combat Abilities
Axe, Plasma	9 sc	4	2H	★★★: Inflict 3 bleed
Crescent Blade, Dual-Edge	9 sc	4	2H	Sweep
Energy Staff	9 sc	3	1H	✳: May be used as a plasma rifle for 1 minute
Gauntlet, Claw Blade†	3 sc	3	1H	–
Hammer, Graviton	9 sc	4	2H	★★☞: Inflict 1 paralysis
Lightfoil, Twin Blade	18 sc	6	2H	☞☞: Counter deflect; ★★☞: Extra attack
Lightfoil	15 sc	6	1H	☞: Deflect; ★★☞: Inflict 1 sunder
Nunchakus, Power	6 sc	3	1H	☞☞: Inflict 2 stun
Sword, Energy	15 sc	5	1H	★★☞: Inflict double damage
Katana, Carbon Blade	12 sc	4	2H	☞☞: Deflect; ☞★☞: Inflict 1 pierce

† = Martial weapon

SCIENCE-FICTION RANGED WEAPONS

Weapon	Cost	Destruction	Hands	Range	Combat Abilities
Chaingun ¹	9 sc	4	2H	6	☞★★: Burst fire
Pistol, Laser ⁴	225 cc	2	1H	4	–
Pistol, Semi-Auto ¹	150 cc	2	1H	3	–
Rifle, Assault ¹	6 sc	3	2H	6	☞: Burst fire
Rifle, Laser ⁴	9 sc	3	2H	6	★☞: Inflict 1 pierce
Rifle, Plasma ²	12 sc	4	2H	5	★★: +1 range
Rifle, Sniper ¹	24 sc	4	2H	24	☞★★: Inflict double damage
Rocket Launcher ³	18 sc	5	2H	14	Slow shot; ★★☞: Explosive munition; ★☞: Inflict 1 burn
Shotgun ¹	450 cc	3	2H	5	☞: Inflict 1 knockback
Submachine Gun ¹	9 sc	2	1H	4	☞☞: Burst fire

1 = Requires bullets, 2 = Requires fuel, 3 = Requires missiles, 4 = Requires power cell

FANTASY ARMOR

Armor	Cost	Protection	Combat Abilities
LIGHT SUITS OF ARMOR			
Garment, Gambeson	6 sc	1	Resistant versus cold-damage
Garment, Leather	21 sc	3	⚔️⚔️⚔️: Resistant versus slash-damage until end of round
MEDIUM SUITS OF ARMOR			
Mail, Chain	21 sc	2	Resistant versus pierce-damage
Mail, Plated	30 sc	3	⚔️⚔️⚔️: Block (with the armor in place of a shield)
HEAVY SUITS OF ARMOR			
Laminar, Iron	3 gc	4	Resistant versus crush-damage
Plate, Iron	360 sc	4	Immune versus pierce-damage
SHIELDS			
Shield, Buckler	15 sc	–	🛡️: Perform a parry action (with the shield as the weapon)
Shield, Heraldic	30 sc	+1	–

SCIENCE-FICTION ARMOR

Armor	Cost	Protection	Combat Abilities
LIGHT SUITS OF ARMOR			
Ballistic Vest	12 sc	4	–
Flak Jacket	18 sc	5	⚔️⚔️⚔️: Resistant versus pierce-damage until end of round
MEDIUM SUITS OF ARMOR			
Aramid, Composite	30 sc	5	⚔️❤️⚔️: +1 protection versus energy-damage until end of round
Exoskeleton, Combat	21 sc	3	⚔️⚔️⚔️: Gain +2 Strength and +2 fortitude until end of round
HEAVY SUITS OF ARMOR			
Power Armor	258 sc	5	Resistant versus energy-damage
Mecha, Battlefront	3 gc	5	Thermal vision; Resistant versus kinetic-damage
SHIELDS			
Shield, Mobile	15 sc	–	⚔️⚔️⚔️: +1 protection (to equipped arm only) versus one attack
Shield, Assault	30 sc	+1	–

ADVENTURE EQUIPMENT

Below is a list of commonly-used equipment and items used on adventures. If an item is needed, but not on the list, consult with the GH for possible availability and an appropriate price.

ADVENTURE EQUIPMENT

Tools	Cost
Backpack	20 cc
Bottle (Glass)	20 cc
Holy Symbol, Emblem	2 cc
Kit, Fire Starter	10 cc
Kit, Hacking**	25 sc
Kit, Lockpick	3 sc
Kit, Rope	1 sc
Kit, Survival	425 cc
Lantern, Hooded	1 sc
Ration (Meat & Vegetables)	35 cc
Oil	10 cc
Pry Bar	15 cc
Sack	1 cc
Space Suit**	10 sc
Staff	50 cc
Torch	2 cc
Waterskin	10 cc
Wolfsbane*	8 cc

* = Fantasy only, ** = Science-Fiction only

CHAPTER IV: THE ADVENTURE

This chapter covers general game rules, how a party of characters can set forth on their own expedition, and individual character action rules.

GENERAL GAME RULES

After all player-characters have been created, each player is ready to begin playing the **OPEN ADVENTURE** game. At the start of the game, the Game Host's descriptions may include details about the world (or galaxy)—or this knowledge may be reserved for the players to discover bit-by-bit as the adventure unfolds. Regardless of the amount of campaign information revealed, the GH will describe the characters' immediate surroundings—a tavern, a derelict outpost, an orbiting science station, or any other place the Host has chosen as the starting point for the adventure.

After setting the scene, the course and success of the party hinges on the players' judgment and creativity.

ORGANIZING A PARTY

Dangerous inhabitants residing deep inside the world's numerous dungeons, starships, and alien planets are far too many and powerful to be taken on alone. Rather, it's far safer for the PCs to band together in a company, or fellowship—known as a **Party**. A party of adventurers can help protect, and stand guard for, one another.

ADVENTURER'S ALLEGIANCE

At the Host's discretion, it may be assumed that all of the characters previously met in the recent (or distant) past, and have already formed an adventuring party.

Party Size & Composition

The ideal size for a party of adventurers is between four to six characters, though smaller (or larger) groups can survive as well. This size provides enough people to take on the challenges they may face in their expeditions, but not too many to slow down the pace of the game.

Multi-Talented Team. It's recommended to have a variety of skills, spells/psionics, and strengths amongst the individual characters to gain the benefits that each character provides.

AS AN EXAMPLE,

PCs who are primarily warriors offer strength & protection against dangerous enemies.

Naturally sneaky characters can remain unseen and reach areas other less-dexterous characters cannot.

Magic wielding characters who harness the power of spells and/or psionics bring a potent combination of tricks and abilities to the party.

PCs who focus on helping & healing their fellow comrades-in-arms will be welcomed to any party that finds themselves surrounded by dangers.

PREPARING FOR AN ADVENTURE

The party should formulate a plan on what they wish to accomplish before venturing on an expedition. 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 particularly trustworthy).
2. **What To Do.** Find a job, or quest needing to be completed that all the characters can participate in accomplishing.
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 at each adventure before setting out.
4. **Where To Go.** Every party should have an understanding of where they need to go to complete their objectives. Consider any perils that may lay between the characters and their destination.
5. **Supplies Needed.** Determine what weapons, armor, equipment, 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, known as a **Marching Order**. A marching order is the

order the party forms while exploring new frontiers. Party members should determine which character is scouting out front, who's searching in the middle, and who is following at the rear of the party.

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

Characters who are wearing medium (or heavy) armor should take the point position (in the front) of the party, or remain in the rear to guard the backs of the characters. Physically weaker characters (such as arcanists) should remain close to the middle of the party as to be protected against enemies, traps and so on.

BEGINNING THE ADVENTURE

When the party is ready to begin their adventure, the players describe to the Host what their characters are doing, such as "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." The GH responds by telling the players what the characters see, hear, taste, sense, smell, and feel. The players then respond by describing how their player-characters react to the situation.

As the party of characters explore the world of OPEN ADVENTURE in this manner, they 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 valuable information 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 of the quest, such as battling & vanquishing mighty foes, bypassing dangerous traps, and solving confounding puzzles & tricks.

After the party is victorious in their quest, they return to where they were originally hired in hopes

of receiving a reward for their efforts; and thus beginning the three phases anew.

ADVENTURE RULES

The following section details the metrics used to describe the fantasy (and science-fiction) realms of OPEN ADVENTURE, as well as common actions characters will wish to perform.

DISTANCE & SPACES

A **Space** is a measurement of distance an adventurer can walk, run, climb, and so forth. Spaces may be represented by grid squares (or hexagons) on grid mats, or graph paper.

Unit Of Measure. Spaces can represent both horizontal and vertical lengths. When adventurers are exploring small areas such as a dungeon, forest, ruins, or a cave, 1 space equals 1 meter of in-game distance. Maps of indoor (or underground) areas are always represented using square grid lines, while outdoor (or outer-space) areas are always represented using hexagon ("hex" for short) grid lines.

Distance, Area & Volume

In certain situations spaces are used to determine if something is "within range" of another thing—such as a ranged weapon targeting an enemy (see page XYZ for details about weapon ranges).

AREA

Certain spells, weapons, items, and so on may target an **Area** within the game. Areas are measured in spaces squared (the length of the area multiplied by the width of the area) and are denoted as "AxB area" where A is the area's length and B is its width.

AS AN EXAMPLE,

A 5x3 area would mean an area consisting of 5 spaces long and 3 spaces wide.

If only one number is given for an area, it's assumed the area is a square with equal lengths and widths.

VOLUME

Spells, items, armor, and so on that deal with **Volume** are also measured in spaces. Volume is denoted as "AxBxC volume" where A and B are the length and width, respectively, and C is the height of the volume.

AS AN EXAMPLE,

A poisonous gas cloud with a “5x3x2 volume” would be 5 spaces long, 3 spaces wide and 2 spaces tall.

If only two numbers are given for a volume, the first number is assumed to be for the length and width, and the second number is for the height.

AS AN EXAMPLE,

A fog cloud with a “5x4 volume” would be 5 spaces long and wide, and 4 spaces tall.

If only one number is given for a volume, it’s assumed the volume is a cube with an equal length, width, and height.

CONE

An area (or volume) can be in the shape of a cone. A cone-shaped area takes on the formation of a quarter circle, whereas cone-shaped volumes take on the shape of a conical, or pyramid, instead. Cones always originate from a single point and expand outward, widening one space on all sides for every 1 space it is in length. Cone dimensions are described the same as area (or volume), with the length denoting the distance from its origin to its edge, and width denoting the widest point of the cone.

Region Defaults. All areas and volumes are assumed to be centered on their origin as best as possible (with equidistant placements being decided by the current player). Unless otherwise noted, the bottom space of a volume is assumed to be sitting upon the lowest floor, or ground surface beneath it.

TIME MEASUREMENT

For characters, time is not measured in the real-time that the players around the gaming table experience. Instead, time may pass faster (or slower) within the game world—even to the extent of the Host mentioning, for example, “a month passes”. The GH normally records the passage of time, but the Game Host may delegate keeping track of time to a particularly trustworthy player. Measuring time can be important for many reasons.

AS AN EXAMPLE,

Torches burn down to useless stubs, food is consumed, and wounded characters heal damage as they rest.

TIME INTERVALS

Interval	Game Time
1 Round	6 Seconds
1 Minute	10 Rounds

Game time is divided into speeds different than real-time, known as **Time Intervals**. There are two types of time intervals.

- ◆ Tactical time
- ◆ Vigilance time

Each time interval has a unique purpose and focus for player-characters and the adventure as a whole.

Tactical Time

The slowest of the two measures of time, **Tactical Time** is used during combat and other moments of great importance in which every action, large, or small, must be played out second-by-second.

Tactical time commences in a series of **Rounds** where 1 round represents 6 seconds of game time. Each character gets 1 **Turn** per round.

Tactical Actions. Characters may perform two half-round actions (or one full-round action), and as many free actions as they choose. Actions that require larger amounts of time must be performed over multiple rounds. See page XYZ for more details on combat actions.

Vigilance Time

Used when adventurers are in a potentially dangerous area (e.g. behind enemy lines), and want to move slowly and cautiously. **Vigilance Time** is played out in a series of **Minutes** where 1 minute represents 10 rounds.

Vigilant Actions. Characters may perform as many actions as they choose during this time, so long as the total time needed does not exceed one minute. Otherwise, multiple minutes will be required to complete the task.

MOVEMENT & TRAVEL

The party can travel distances, in spaces, over time. The number of spaces characters can travel is affected by three factors:

- ◆ **Speed Points.** Depending on how many SPD the PC naturally has to use moving. See page XYZ.
- ◆ **Time Interval.** Depending on whether the Host is measuring time in tactical, vigilance, routine, or prolonged intervals. See page XYZ.
- ◆ **Encumbrance.** Depending on the amount of weight the character is carrying. See page XYZ.

Distance Over Time

Speed represents the amount of speed points a character can spend traveling. However, because time intervals represent different amounts of time, and maps represent different amounts of distance, each character's SPD will fluctuate based off these factors.

The following information details what maps are paired with which specific time intervals, and how many speed points a character is afforded for each (based off their speed score).

MOVING IN TACTICAL TIME

When time is played out slowly in tactical intervals, characters always use local maps to represent each specific step they take. In space combat, stellar maps are used to represent the movements of starships, instead.

During tactical time, the PC can perform two half-round actions. For each half-round action they use to move, they may move up to a number of spaces equal to the number of speed points they have (plus any additional modifiers, such as from perks, talents, magic, and so forth).

AS AN EXAMPLE,

An adventurer is in combat, and wants to rush to the front line of the battle. They have 6 SPD, allowing them to move 6 spaces, as a half-round action, to cross the room. If they wanted, they could use their second half-round action to continue moving, attack, or perform another action.

MOVING IN VIGILANCE TIME

Similar to tactical time, vigilance time is also played out on a detailed-focused local map. However, due to the larger amount of time that transpires each interval, the character can travel greater distances. Thus, the PC may move a number of spaces each minute equal to double their speed points.

AS AN EXAMPLE,

A character is cautiously searching a dungeon. They have a SPD of 5, which allows them to move 10 spaces ($5 \times 2 = 10$) each vigilance time interval. They spend their time walking down a hallway and into a connecting room.

DIAGONAL MOVEMENT

The character can move diagonally from one space to another, and for the same speed point cost as moving orthogonally.

OCCUPIED SPACES

The character can never enter into a space (nor pass between two spaces) occupied by an enemies or obstacles. However, they may pass through (but not end their turn on) spaces occupied by allies.

WEIGHT & ENCUMBRANCE

Players may be tempted to have their character pack and take with them large quantities of equipment, bulky armor, and reinforced weaponry. However, there is a natural limit to how much an adventurer can reasonably carry. A character weighted down with every piece of equipment available to them will soon grow clumsy and exhausted. Instead, its best to be selective in choosing how much weight to carry.

Weights

All objects & items within an adventure have a weight score, which is a measure of how heavy & bulky to handle it is. For rules purposes, 1 weight point equals 1 kilogram of real-world mass.

Multiple Movers. The effective weight of an object can be divided when two or more characters attempt to move it simultaneously. Divide the weight of the item by the number of characters moving it, for the new effective weight the object.

However, each character must be individually capable of moving the object even at its new adjusted weight. When moving the item, the characters move together at a speed equal to the slowest character (while observing all encumbrance rules).

Encumbrance

Encumbrance is the amount of hindrance, burden, and load the character suffers due to their gear's weight and bulkiness. The amount of weight the adventurer can carry, lift, or push (and pull) is dependent upon their Strength ability. The higher their Strength, the more weight the PC can move (see below for details).

ENCUMBRANCE COUNTERS

The more weight the character attempts to move, the more encumbrance counters they suffer. A character can have up to a maximum of 5 encumbrance counters, with each counter inflicting two cumulative penalties:

- ◆ **Speed Reduction.** The character suffers -1 SPD for each encumbrance counter.
- ◆ **Clumsy Unarmed Attacks.** The character suffers -1 attack for each counter, when making an unarmed attack.

ENCUMBRANCE

Burden	Gain 1 Encumbrance Per...
Carry	2 x STR in weight carried
Lift (Above Head)	4 x STR in weight lifted
Push / Pull	8 x STR in weight moved

MAXIMUM WEIGHTS

Burden	Maximum Weights
Carry	10 x Strength
Lift (Above Head)	20 x Strength
Push / Pull	40 x Strength

AS AN EXAMPLE,

A character has 3 encumbrance counters. Thus, they suffer -3 speed and -3 unarmed attack from the load they bear.

These penalties persist until the load is dropped or otherwise reduced. If the character has 5 encumbrance counters—or their speed is reduced to 0 (or less)—they become paralyzed.

Peripheral Penalties. At the Host's discretion, encumbrance may affect other attributes and abilities in special circumstances (e.g. the PC may suffer additional damage when falling from a cliff).

REST & RECUPERATION

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.

Rest & Respite. To be considered resting, a character cannot engage in any strenuous activities (such as combat); nor carry, lift, or otherwise move any objects of a weight equal to twice their Strength.

Long Rests

Characters who repose from the rigors of adventure, and seek recess, can do so with a **Long Rest**. Long rests consist 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, or suffer 1 exhaustion counter (see page XYZ for rules on exhaustion). For every 4 hours of additional sleep they're deprived, they'll suffer +1 additional exhaustion counter.

Sleeping With Armor. 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 (either light, medium, or heavy), they must make a willpower 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 advantage or disadvantage). 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.

AS AN EXAMPLE,

A character wearing heavy armor attempts to make a willpower save (with disadvantage), but fails by -4 points. The character loses 4 hours of sleep.

Recovering Lost Sleep. Interrupted sleep must be recovered later, or else the character suffers the same exhaustion penalty as being deprived of sleep. For every 8 hours a character sleeps, they will lose -1 exhaustion suffered from deprivation.

Short Rests

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.

Reinvigorating Rest. After completing a short rest, the character may recover lost stamina points. For every hour a character rests, they recover 1 stamina point.

Natural Healing

Hurt and injured characters have the natural ability to heal their wounds over time. This allows for adventurers to recover lost health points taken from them through combat, traps, and other life-threatening activities.

NATURALLY HEALING HP

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

Healing Health Points. Characters regain a number of lost health points equal to their experience level per day (minimum ½ HP); or twice their level per day—if the character rests for the entire day. It

should also be noted that some items & spells can recover lost health points.

DEATH

When a character's HP reaches 0 (or less), that character immediately dies. If an adventurer is dead, the controlling player should begin creating a new character (see page XYZ for steps on creating a player-character).

i CHEATING DEATH

Although extremely rare, some magic may delay (or even reverse) the effects of death.

Reducing & Transferring XP. The total number of experience points (see page XYZ) of the dead character should be reduced by 10% (rounded down), then transferred to the player's new character. The new character will begin at whichever level that the number of XP they have allows them to achieve.

AS AN EXAMPLE,

A character died with 900 XP. The new PC would begin with 810 XP (900 – 10% = 810).

Splitting The Loot. The surviving members of the party may discuss and decide how (if at all) they will divide the dead PC's weapons, armor, equipment, treasure, and so on.

Filling The Void. At the Game Host's discretion, the player's new player-character can join the adventuring party immediately; or delay the meeting until it's more logical to the story for the separate parties to meet.

LIGHT & VISION

The majority of subterranean, urban, and stellar domains have a multitude of nooks, alcoves, and shadows. What characters can (and cannot) see—and by how much—plays a key role in determining if something is spotted or overlooked.

Line Of Sight

Anything an adventurer can see from their current position is considered within their **Line Of Sight (LOS)**. For a character to have LOS to a target, the Host must be able to draw an uninterrupted straight line from any corner of the space(s) the character occupies to any corner of the space(s) the target occupies.

Cover

Cover is any hardened material (e.g. walls, doors, or another character) that obscures, blocks, and shields a target from attacks.

HEAVY COVER

If a line of sight passes through any space occupied by cover, the target is considered to have **Heavy Cover**. Characters behind heavy cover *cannot* be targeted for attacks.

LIGHT COVER

However, if the line of sight only touches a corner (or border) of a space occupied by cover—but does not enter the space—the object only provides **Light Cover**, instead. In light cover, only certain parts of the target's body will be protected by the cover (depending on the character's posture and general actions).

AS AN EXAMPLE,

A character is standing behind a short wall. Thus, the character's lower body is considered covered, while their upper torso is not.

Covering Body Regions. Refer to the body region table on page XYZ when determining which specific regions can be covered (at least one region must be uncovered, otherwise the character would be considered under heavy cover; and therefore cannot be targeted).

When the covered character is attacked, the attacker must roll on the body region table to determine if the defender's covered anatomy is targeted. If so, the natural protection score of the cover is added to the character's defense, and/or any reflex saves they may perform (until they leave the cover).

AS AN EXAMPLE,

A character is kneeling behind a short wall, exposing only their head. Another character makes a ranged attack targeting the character. The attacker rolls on the body region table and gets a 1 (the right leg or foot). Since the defender's right foot is covered, the cover's natural protection of 16 is added to the defender's defense of 8 for a total of 24 (16 + 8 = 24). The attack of 12 is not enough to penetrate the cover, and thus misses.

If a body region is not fully covered (but at least one-half of it is), add one-half of the cover's natural protection score to the specific body region, instead.

AS AN EXAMPLE,

A character is standing halfway behind a wall. Another character attacks them and rolls on the body region table, getting a 4 (torso). Since only half of the defender's torso is exposed, they add one-half of the cover's natural protection of 12 to their defense of 7, for a total of 13 ($6 + 7 = 13$).

Concealment

Concealment is any natural material that obscures something from view (such as darkness, fog, or foliage). However, unlike cover, concealment is always made of soft (or empty) material that provides no further defensive advantage.

HEAVY CONCEALMENT

If the line of sight passes through any corner of a space that provides concealment (such as darkness, opaque fog, or heavy jungle), the target is considered to have **Heavy Concealment**.

Creatures have blindness (see page XYZ) to anything occupying heavy concealment, which imposes the following rules:

- ◆ **Fails Perception.** The viewer automatically fails any perception test dependent on sight (of spaces in heavy concealment).
- ◆ **Defense Disadvantage.** Attacks coming from heavy concealment have advantage when targeting the viewer.

LIGHT CONCEALMENT

However, if the line of sight only touches (but does not cross) a corner (or border) of a space with concealment, or if the spaces are only partially obscured (such as from twilight, patchy fog, or moderate underbrush), the target has **Light Concealment**, instead. Similarly, low obscurement (such as from a low gas cloud) equal in size to half the height of the creature (plus or minus 10%) only provides light concealment.

Creatures have partial blindness (see page XYZ) to anything occupying light concealment, which imposes the following rules:

- ◆ **Perception Disadvantage.** The viewer has disadvantage to any perception test dependent on sight (of spaces in light concealment).
- ◆ **Attack Disadvantage.** The viewer has disadvantage when attacking targets in lightly concealed spaces.

Illumination

There are three general types of illumination that characters must contend with throughout their adventures: brightness, twilight, and darkness.

BRIGHTNESS

Brightly lit and well-illuminated spaces (either by daylight, torchlight, or radiant artificial light) that allow the party to easily discern the details of a surrounding area with their eyes (however, some creatures with darkvision see poorly in brightness).

Torch and lamp light cast bright light to adjacent spaces, making them ideal for underground or urban exploration.

TWILIGHT

Spaces that are illuminated, though poorly so. General outlines, positioning, and alignment of objects & items in twilight can be discerned, but many finer details are obscured by darkness or haze.

Twilight provides light concealment to anything it veils, and characters looking into (or within) twilight are temporarily partially blind—unless looking at (or targeting) spaces in brightness (or darkness).

DARKNESS

Spaces submerged in black darkness (though not necessarily totally pitch-black).

Darkness provides heavy concealment to anything it covers, and characters looking into (or within) darkness are temporarily blind—unless looking at (or targeting) spaces in brightness (or twilight).

DAMAGE TYPES

As adventurers face new and exotic dangers, they will also face various “types” of damage, known as **Damage Types**. Damage inflicted upon characters, transports, equipment, and so forth, may be of one or more types at the same time.

AS AN EXAMPLE,

If not using the damage subtypes, “atomic” damage would be considered “energy” damage, instead.

Damage Type List (Alphabetical)**BIOLOGICAL DAMAGE**

Biological damage derives from any chemical, physiological, or organic process; typically involving living creatures. Biological damage also includes internal damage such as bleeding or attacks targeting internal organs.

DAMAGE TYPES

Damage Type	Save Type
Biological	Fortitude
Elemental	Fortitude
Energy	Reflex
Kinetic	Reflex
Psionic	Willpower
Spell*	Willpower

* = Fantasy Only

ELEMENTAL DAMAGE

Elemental damage is obtained from the five elements of the world: æther, earth, fire, water, and wind. Elemental damage consists of anything that comes naturally from the world in its purest elemental form.

ENERGY DAMAGE

Energy damage refers to any damage that involves the complex interplay between molecules, electromagnetism, and other forces of nature. Energy damage often comes from high-tech weaponry that releases large amounts of power in a single volley, for destructive results.

KINETIC DAMAGE

Kinetic damage involves any physical impact, crushing, twisting, or other manual manipulation. Kinetic damage can be inflicted from ranged weapons such as bullets, melee weapons, or unarmed fighting.

PSIONIC DAMAGE

Psionic damage comes from the mysterious paranormal powers of the mind. Psionic powers, such as telekinesis, can often inflict other types of damage as well (e.g. crush, contortion, heat, or cold).

SPELL DAMAGE

Spell damage is manifested from the arcane, occult, and magical properties of spells.

CONDITIONS

In OPEN ADVENTURE, characters may acquire, and suffer from, a variety of afflictions, diseases, poisons, and more—known collectively as **Conditions**. Conditions come from a variety of sources ranging anywhere from traps to magic.

Condition Details. The effects of a condition begin immediately upon receiving it and persist until the condition expires naturally, or is canceled by any other means. Damage suffered from conditions always ignore armor (unless stated otherwise). If two or more conditions apply simultaneously,

apply all of them (if certain effects cannot be combined, choose the most severe).

Condition Counters. Some conditions' effects are cumulative, allowing for multiple instances of itself to exist simultaneously on a single character. Any effect that inflicts a condition with a prefixed number (e.g. "2 energy drain" or "1 bleed") has that many copies of it in effect on the PC (or NPC). This number, known as a **Counter**, affects the severity, duration, or other parameters of the condition (the details of which are explained in the description of the condition itself). Not all conditions have nor use counters (e.g. invisibility).

Multiple Versions. Some conditions have two or more variations of the same effect. In such a case, each version will be labeled in bold text.

Conditions List (Alphabetical)

BLEED

The character is profusely bleeding, causing them to perform a fortitude save once per round, then discard 1 bleed counter. If the character failed their fortitude save, they lose -1 health point.

BLIND

Full Blindness. The character automatically fails any Perception test dependent on sight, and has ineptitude when attacking. Additionally, other characters have advantage when attacking the character.

Partial Blindness: An alternative form of blindness that causes the character to have disadvantage when performing any Perception test dependent on sight, and has ineptitude when attacking.

BURN

The character (or their clothes) are ignited in flame. Once per round, the burning character (or an adjacent ally) may spend a full-round action performing a reflex save. If successful, they manage to put out (at least part) of the fire—discard 1 burn counter. However, if they fail their reflex save, the burning character loses -1D health points, instead.

DYING

The character is near death. Once per round the character must perform a fortitude save. If successful, they suffer -1 health point. If failed, they immediately die.

ENTANGLE

The character is ensnared or entrapped. The character's speed is quartered. However, if the entangling bonds are anchored to an immobile object the character's speed is reduced to 0, instead. An entangled character cannot run.

Any attacks targeting the character have advantage, while any attacks made by the entangled character have disadvantage.

HELPLESS

The helpless character is unable to defend themselves. All attacks targeting the helpless character have advantage. Additionally, the character's Dexterity must be ignored when determining their defense and reflex, for as long as they remain helpless.

Any character adjacent to the helpless character may spend a full-round action to perform a "coup de grace" (mercy kill) attack. Their attack automatically hits for maximum damage (as if a +5 was rolled). If the helpless character survives the attack, they must perform a fortitude save. If failed, they immediately die.

PARALYSIS

The paralyzed character is frozen in place and cannot perform any physical actions nor speak (though they can think freely), and is helpless. Attacks targeting the paralyzed character have advantage.

Flying (or swimming) creatures that become paralyzed immediately fall or sink, respectively.

Characters may move through spaces of a paralyzed creature, but entering the occupied space costs 1 additional SPD point to do so.

PRONE

The character is laying flat on their stomach. While prone, ranged attacks that target the character have disadvantage, but melee attacks that target them have advantage.

SLOW

The character is lethargic and sluggish in their movements. The character's speed is slow (see page XYZ) and they may not begin their turn until after all other characters have completed their first turn of the round. If more than one character is slow, the order of turns begins with the character that became slow first, or otherwise is decided by the GH.

Once per minute, remove -1 slow counter.

STUN

The stunned character can only perform one half-round action (and no full-round actions) per round. The character may spend 1 half-round action concentrating to remove -1 stun counter.

SURPRISE

The surprised character cannot perform any actions (including moving) this round.

UNCONSCIOUS

The character is not awake and considered helpless (see the condition). An unconscious character cannot perform any actions (including move), speak, or perceive their surroundings (they automatically fail all Perception tests).

If the character was standing when becoming unconscious, they immediately drop anything they were holding and fall prone (see the condition)—the petrify condition is an exception to this rule.

CHARACTER LEVEL ADVANCEMENT

XP Total	Level	Primary Abilities*	Stamina Points	FORT	REF	WILL
–	0	–	–	–	–	–
100 XP	1	+1	+1D	+1	+1	+1
400 XP	2	+1	–	–	+1D	+1
900 XP	3	+1	+2D	+1D	–	–
1,600 XP	4	+1	–	+1	+1	+1D
2,500 XP	5	+1	–	+1D	–	–

* = Cannot be used to increase the character's highest primary ability score (unless tied for highest)

GAINING EXPERIENCE LEVELS

In total, there are six levels a character can advance to; starting at level 0 and advancing to level V.

Step By Step Promotion

Each level (other than level 0) has a minimum amount of **Experience Points (XP)** a character must earn before they can be promoted to that level. Each time a character is promoted to a new level, they gain a number of advances in their primary and secondary abilities. These advances are in the table on page XYZ, and outlined below.

I. PRIMARY ABILITIES

Once per level, any one of the PC's primary abilities (of the player's choice) is permanently increased by +1 point. However, the player *cannot* choose the primary ability with the highest score (the ability may be tied for highest score, though).

AS AN EXAMPLE,

A warrior is promoted to 2nd level. The warrior's strength 8 is their highest primary ability score. Therefore, the player cannot choose to increase the warrior's strength ability until it's either tied for first with another ability, or another ability has a higher score.

II. HEALTH POINTS

The player should check the description of the character's archetype to determine how many health points the player-character gains each new level. Add the increase to the character's existing HP total. Health points are discussed on page XYZ.

III. STAMINA POINTS

See the table above to determine if the character gains additional stamina points (and how many dice to roll). Read page XYZ for details about stamina points.

IV. SAVES

Characters gain various amounts of new saves (fortitude, reflex and willpower) as they advance in level. Refer to the table above to determine when (and by how much) each of the character's three saves increase. Page XYZ has information on saves.

V. TALENTS

Archetypes gain new talents at certain levels (depending on the player-character's archetype, and talent type). Refer to page XYZ for details about archetypes; and page XYZ for details about talent.

VI. MAGIC (OPTIONAL)

Characters with a Magic score of 1 or greater will grow more powerful over time. Such magic wielders may use magic of higher orders and gain additional mana or psi (of a type they already have 1 or more points of) automatically. See the table on page XYZ for details on magic advancements.

MAGIC ADVANCEMENT

Level	Magic Order Allowed	Mana/Psi
0	0 th Order	–
1	1 st Order	–
2	2 nd Order	–
3	3 rd Order	–
4	4 th Order	–
5	5 th Order	+1D MP/PSI

Example Adventure

INTRODUCTION. The adventuring party is made up of four level 2 characters and one level 1 dwarf: Elscira, a human warrior (the caller), Wekan, a feline scout; Magus Thaco Malrian, a human arcanist; Sister Amara, an elf disciple and Lothor Banegard, a dwarf warrior. Together they have ventured several days travel to an ancient temple that has long since been abandoned (by civilized creatures, at least). As the caller, Elscira will relay the actions of all the characters to the Game Host after the party has decided what to do.

GH: "You push open the large, south-facing stone doors. They creak and groan as they move, as if the hinges have been untouched for centuries. Before you lies a set of chiseled stone stairs, three spaces wide leading downward in a spiral pattern into an underground passage."

Elscira: "The party steps forward and cautiously walks down the stairs."

GH: "After descending three spaces deep, you come to a round landing five spaces wide with two sets of stairs. One of the stairs leads west and the other heads east. Both lead down."

Elscira: "Lothor peers down the eastward stairwell while Amara the elf looks down the west stairs. What do their dwarfish and elvish eyes see?"

GH: "The bright lights from the party's torches obscure Lothor's dark vision from working properly. However, the torchlight illuminates the stairways three spaces away from the torchbearer. Lothor notices the stairs descend downward for three spaces before turning sharply north. The west stairs continue beyond what the torchlight can reveal. Amara smells a rank, musty odor emanating from the west passage."

Amara: "Yuck! There's something foul-smelling this way. Let's avoid heading in this direction."

Elscira: "Does anyone wish to go down the west stairs? No? Okay, we continue exploring down the eastward stairs."

GH: "You continue your cautious advance by choosing the east stairs. The party moves down them three spaces—then the stairs turn north. Another three spaces and you come to the bottom of the stairs and step into a corridor two spaces wide running east and west. What is your marching order?"

Elscira: "Wekan leads in the front, then me—Elscira—followed by Lothor, then Magus Thaco. Sister Amara takes up the rear."

GH: "Wekan, you notice an oaken door with iron hinges two spaces east of your present location, along the north wall. A strong breeze from the east causes your torch to flicker."

Elscira: "The party will quietly approach the door. Wekan will press his ear against the door and listen for any sounds coming from the other side."

GH makes a secret Perception ("listen") ability test on Wekan's behalf: "As far as you can tell, you don't hear a thing."

Elscira (after discussing possible plans with the party for their next move): "We'll ignore the door and continue moving east—down the corridor."

GH (makes note that one minute of in-game time has elapsed): "After walking three spaces east you spot a one-space wide side passage leading north. The westerly breeze blusters stronger than before, causing your torch to struggle to stay lit."

Wekan: "I don't like this...let's get out of here before we lose our light."

Amara: "At least you have low-light vision!"

Elscira: "The party explores the side passage."

GH: "OK. After walking five spaces through the narrow passage you notice two wooden doors. One door is on the west wall, and the other is on the east wall. The narrow passage continues north."

Elscira: "Amara will quietly listen for sounds coming from the other side of the eastern door. What does she hear?"

GH (rolling): "Amara hears what she believes to be muttering voices."

Amara: "Does she understand any of the words being spoken? She knows dwarf, hobgoblin, and common."

GH (secretly making an Intelligence test on Amara's behalf): "As much as you try, you can't seem to understand what's being spoken. Perhaps the voices are too quiet to make out the words."

Elscira: "The party readies themselves for combat. Lothor will try to force open the door with my assistance."

Thaco: "I'll protect the rear flank!"

GH: "OK, once the party is set Lothor tries to force open the door. How does Lothor open the door?"

Lothor: "I back up a few spaces then charge the door—ramming it with my shoulder."

Example Adventure

GH: “Lothor, please make a Strength (‘force open’) test to see how well you do.”

Lothor: “I rolled a +2. Added to my Strength of 8, Lothor rams the door with a result of 10.”

GH: “Excellent! Lothor only needed a 7 or higher to open the door—the door swings open wide with a loud crash—revealing 10 goblins inside the room!”

(Combat ensues until the adventuring party manages to kill all 10 goblins. The GH marks how much in-game time has elapsed and notices it's time to make a roll to check if any random wandering monsters encounter the party. The GH's roll reveals that no wandering monsters appear.)

Elskira: “What does the room with the dead goblin bodies look like?”

GH: “The room is a hexagon with six sides. Each wall is three spaces long and four spaces high. The only door you see is the one you came in through. The room appears unremarkable. Besides the goblin corpses, you notice in the room a wooden chest in the southeast wall, a table in the center of the room and a pile of straw and rags in the northeast corner.”

Elskira: “Amara will search for secret doors along the northeast corner, Lothor will check for traps near the table, Wekan is examining the chest and Thaco is guarding the door.”

GH (after rolling for the appropriate tests): “Amara notices one of the blocks appears slightly discolored compared to the surrounding stones in the wall. Lothor doesn't find any traps on or near the table. Wekan notices the chest is small and with a latch but is missing any locks.”

Lothor: “Allow me to examine that block for traps, Amara.”

Wekan: “I, too, will check for traps—but on the chest.”

GH secretly rolls for Lothor's “search” (Perception) ability test even though there are no traps on the discolored stone. The GH also secretly rolls for Wekan's search ability test—Wekan fails to find the poison needle protecting the chest: “Neither Lothor nor Wekan see any traps.”

Amara: “I'm pushing, pulling and trying to pivot the block. Does it move at all?”

GH: “Immediately after pushing the stone inward, a secret door opens along the east wall of the room. You see a half-space wide corridor heading northeast three spaces and ending at a wooden door.”

Elskira: “Thaco and Lothor will stand guard at the secret door, and Wekan will open the chest. I'll search through the straw and rags—do I find anything that looks like a cloak or boots?”

GH: “Wekan, you failed to notice a small, concealed needle that suddenly shoots out and pricks your hand. Make a fortitude save!”

Wekan (rolling): “Wekan fails to save!”

GH: “Wekan feels the poison coursing through his veins. In a last gasp of air he mutters ‘poison!’ then falls onto the floor dead.”

Lothor: “I'm taking Wekan's pack, to carry treasure in; then looking in the chest!”

Amara: “I'm giving Wekan's body the last rites according to my church's sacramental customs.”

GH: “Alright, Lothor you find a pile of silver coins in the chest; about 2,000 of them! Elskira you find a pair of old worn boots but no cloak.”

Elskira: “Lothor will dump the coins out of the chest and search for a secret compartment and I will don the boots. Do they allow me to move silently? I hope they're elven boots!”

GH (makes another wandering enemy check): “Indeed, there is a false bottom inside the chest—and Lothor finds it! Inside he discovers a small ornate box made of carved ivory. Inside the box are two jade bracelets decorated in gold.”

Lothor: “Excellent! How valuable do the bracelets appear to be?”

GH rolls for Lothor's “appraise” (Intelligence) ability test: “You would guess the box appears to be worth about 100 silver. Each bracelet appears to be worth 600 silver! Elskira, as you sneak around the room in the boots; you appear to be moving silently.”

Elskira: “Perfect! Lothor, hand me the box with the jewelry inside and I'll carry them in my pack for now. I'll stand guard over the secret door while everyone in the party takes turns filling their packs with silver coins.”

Thaco: “I'll empty my pack then fill it with as many coins as it can hold; which is 1,500 coins.”

GH: “OK, each character takes one minute to load their packs.” (The GH makes another wandering monster check and decides a gang of bandits approach from within the secret passageway. Since Elskira is closest; she'll make an Initiative (Perception) test to see if she hears them or is surprised.

(At this point, combat would begin!)

CHAPTER V: COMBAT

Once adventurers are ready to descend into a dungeon, travel through the wilderness, or visit an alien world, they must prepare to face whatever fierce or foul foe they run across. Often times, encounters with such creatures will lead to a violent battle, referred to as combat.

INITIATIVE & SURPRISE

When the party meets or comes upon another character (or party of characters), it is known as an **Encounter**. Before any interactions can take place (or possible combat begin), it must first be determined which character sensed the presence of the other, and therefore acts first—known as **Initiative**.

Who Checks Initiative. The character closest to a newly-encountered NPC must immediately determine their initiative by making an initiative test (see below). If two or more characters are equidistant to an encountered NPC, the players may choose which of the closest characters makes this test, instead.

Performing An Initiative Test. A character's initiative test is a special ability test based off their Perception score.

AS AN EXAMPLE,

A character opens a door only to find an orc standing on the other side of it. The PC has 6 Perception (and thus an initiative score of 6). The player makes a roll and gets a result of -1, giving the character an initiative total of 5 ($6 - 1 = 5$).

The GH will elect the NPC closest to the PC to perform an initiative test, as well. This process is repeated by the Host for either each NPC party (based off allegiance) or each NPC creature type (based off species)—depending on the Host's discretion.

Automatic Initiative. At the GH's judgment, he or she may determine that initiative is automatically granted to a particular character, due to special situational circumstances.

AS AN EXAMPLE,

An adventuring party walking down a dark hallway with a bright torch or chem light would automatically lose initiative and become surprised by enemies hiding in the dark, due to the light giving away their approach.

COMBAT TIMELINE

1. **Initiative Test.** Determine starting side.
2. **Declare Actions.** Players declare the party's actions (in any order) as a group.
3. **Resolve Actions.** A character performs their declared actions.
 - A) Invalid movements or actions are re-chosen and resolved.
4. **Finish Turn.** After completing their actions, the controlling player chooses the next character to act (surprised characters are skipped the first round). Repeat steps 4 & 5 until all characters have gone.
5. **Finish Round.** The round finishes and a new one begins (begin again at step 2 until combat ends).

Determining Initiative Winner. Depending on each party's test result, the following will occur:

1. **First To Act.** The character with the highest initiative test result wins initiative. That character will act first. If two or more test results are a tie, the character that rolled the highest number on their standard roll moves first, instead. If there is still a tie, the PC acts first, otherwise the Game Host decides.
2. **Surprise.** All other characters who performed an initiative test compare their test result to that of the winner. If their initiative is -5 (or more) points below the score of the winner, they suffer 1 surprise counter (see page XYZ).

COMBAT ROUNDS

During every round of combat, each party takes their turn (unless surprised), starting with the side of the character who won initiative.

1. DECLARE ACTIONS

However, before any characters can begin their first turn, the players must formulate a strategy and declare any actions that the characters are about to undertake. Players may discuss amongst the group about what the best course of actions are for the party to perform—given their present situation.

VALID DECLARATIONS

The Game Host must decide beforehand what constitutes a valid declaration. Some GHs may require the players to be specific—detailing the exact location players intend to move their characters towards and what targets will be subject to the PCs attacks, magic, perks, talents, or other abilities. Other Game Hosts, however, may only require a vague description with a general intention of what the PCs are wishing to accomplish.

Informing The Host. Once the players have decided what their characters and any retainers will do for the round, they should inform the caller of their intentions; who will relay the plans to the Game Host.

AS AN EXAMPLE,

The caller may declare “Guld Novastar the renegade will move forward three spaces and attack the xergling with his laser rifle. Gaeriel Tull the cleric will begin conjuring the ‘heal minor wounds’ spell.”

GAME HOST'S ACTIONS

The requirement of declaring actions does not apply to the Game Host, and should *not* be performed by the GH during an NPC party's turn; but should be performed when the Game Host is playing as a hireling or mercenary NPC who is a member of the adventuring party.

3. RESOLVE ACTIONS

On the player's turn, their characters must attempt to perform the actions declared during the “declare actions” step (see page XYZ).

If a declared action becomes invalid or impossible to perform (such as moving to a location that became occupied before the character could move there), the player may choose a new valid target for their character or the character may perform a new action of their choice.

AS AN EXAMPLE,

Guld Novastar' intended to take aim and attack a xergling with his laser pistol but when the time came for Novastar to perform his attack, other characters from his party were blocking his line of sight to the enemy. Because the target is no longer valid, Novastar may select a new target to attack or choose a new action, instead.

TURN ORDERS

After the chosen character has acted, the player must choose the next character to act (amongst the

pool of eligible characters). This process will continue until all characters have had a turn for that round.

SLOW START

Characters with the slow condition can only begin their turn after all other characters (without the slow condition) have completed their turn—but before any extra turns begin. See page XYZ for details about slow.

END OF ROUND

After all characters have completed their turns, the last character decides which character will begin at the start of the next round, beginning the process anew.

COMBAT ACTIONS

During combat, the speed of the in-game time is slowed as to allow for individual actions, maneuvers, and attacks to be focused on and deliberated over by the players. Actions are played out individually one-by-one to help prevent important movements from being overlooked.

ACTION TYPES

Tactical time is resolved in a series of rounds where each round represents 6 seconds of in-game time. During combat, characters can perform one of four types of actions: full-round, half-round, free, or special actions.

FULL-ROUND ACTIONS

As the name implies, this type of action takes an entire round (and the character's full turn) to complete. Examples of a full-round action would be lighting a torch or casting certain spells. Characters may only perform full-round actions at the start of their turn (and not in the middle nor near the end).

HALF-ROUND ACTIONS

An action that takes half the time to complete as a full-round action. Characters may perform up to two half-round actions in a single turn. An example of a half-round action would be to perform one attack or move a number of spaces equal to the character's speed.

FREE ACTIONS

An action that takes place so quickly, or that can be performed simultaneously with other actions, that it does not take any in-game time to complete. Characters can perform any number of free actions during a round, including even during other char-

acter's turns. Examples of free actions would be to yell a command or drop an item.

SPECIAL ACTIONS

Some special actions take place over longer periods of time (such as over two or more rounds). These large actions should be divided into a series of half-round (or full-round) actions, while in combat.

Improvised Actions. If a character wishes to perform an action not listed, the GH should decide what type of action is should be classified as. If the action requires 1-3 seconds, the action should be considered a half-round action. If the action can complete in 4-6 seconds, it should be considered a full-round action. Actions longer than 6 seconds are considered special and will be divided into multiple half-round actions, full-round actions, minutes, segments, or longer.

ORDER OF ACTIONS

When performing actions during combat, characters may choose to perform their actions in any order they choose—including temporarily suspending one action to begin and finish another.

AS AN EXAMPLE,

A character may choose to move and attack (both half-round actions) on their same turn. The adventurer may decide to move a few spaces, attack, then finish their movement action.

DELAYED ACTIONS

Characters may choose to **Delay** an action until any time later in the round. To do so, the character must first spend a half-round action delaying their next action.

Concentration. While delaying, a character must be concentrating on their next action (see page XYZ for details on concentration). If the character's concentration is broken, they lose their ability to perform their delayed action for that round.

Performing A Delayed Action. A delayed action can be performed at any time later in the round (including interrupting another character's turn). When doing so, the current character's turn is suspended while the delaying character's turn continues. Once the delaying character's action is complete, their turn ends and the suspended turn of the other character continues.

Declarations & Delayed Actions. Players may choose to use a delayed action as a means to "react" to a single action of another character (or situation).

COMMON COMBAT ACTIONS

Action

FREE ACTIONS

Drop Item / Weapon

End Spell / Psionic

Lay Prone

Speak

HALF-ROUND ACTIONS

Attack

Draw / Holster Weapon

Move

Pick Up Item

Stand From Prone Position

FULL-ROUND ACTIONS

Aimed Attack

Delayed Action

Light Torch / Chem Light

Use a Starship System

SPECIAL ACTIONS

Don / Doff Armor

Perform an Ability Test

Cast Magic

AS AN EXAMPLE,

A character delays pushing a "self destruct" button on their starship, to first wait and see if the enemy alien boarding party succeeds at capturing the bridge.

For this reason, the delayed action does not need to be declared in the "declare actions" step, but the player must declare what one thing their character is reacting to, and all possible counteractions the character will perform based on the different possible outcomes. For defense-based reactions, see guarding on page XYZ.

MELEE ATTACKS

Any character with a melee weapon may perform a melee attack. For unarmed attacks, see page XYZ. Melee attacks must target characters within the attacker's natural reach (unless their weapon has the reach ability, see page XYZ).

Making A Melee Attack. To perform a melee attack, the attacker makes a standard roll then adds or subtracts the result to their melee attack score.

⚔ ATTACK TIMELINE

1. **Line Of Sight.** Verify that the attacker has LOS to the target.
2. **Cover & Concealment.** Determine if the target has any cover and/or concealment from the attacker.
3. **Distance Away.** Count the number of spaces away the attacker is from the target (ranged & magic attacks only).
4. **Press The Attack.** Attack the target.

That number is compared to the defender's defense score. For every 1 point the attack is over the defender's defense, 1 point of damage is inflicted.

AS AN EXAMPLE,

An attacker with a melee attack of 8 rolls a -1, resulting in a total of 7. The defender has a defense of 5. The defender takes 2 damage ($7 - 5 = 2$).

RANGED ATTACKS

Any character with a ranged weapon (including a thrown weapon) may perform a ranged attack.

i VARIABLE RANGE

The range of a character's attack may change depending on the result of the dice rolled during the attack (see below).

Making A Ranged Attack. To perform a ranged attack, the attacker makes a standard roll then adds or subtracts the result to their weapon's range. If the target is not within the range of the attacker after the roll, then the attack is considered a miss.

However, if the target is within range, the modifier from the dice roll is then added to the character's ranged attack score. That number is compared to the defender's defense score. For every 1 point the attack is over the defender's defense, 1 point of damage is dealt.

AS AN EXAMPLE,

An attacker is using a weapon with a range of 5 which is increased to 8 because of a +3 attack roll. The defender is within range of the weapon—meaning she has been successfully attacked. The attacker has a natural ranged attack score of 7, resulting in a total of 10 ($7 + 3 = 10$). The defender has a defense of 6 resulting in the defender suffering 4 damage ($10 - 6 = 4$).

UNARMED ATTACKS

Characters without weapons can perform an unarmed attack (note that certain “unarmed weapons”, such as brass knuckles, can still be used during unarmed attacks).

When performing an unarmed attack, the attacker uses their Dexterity primary ability score as their attack number (instead of their Strength or Perception).

AS AN EXAMPLE,

A character with a Dexterity 4 would have an attack score of 4 when attacking unarmed.

Attack Forms

There are three **Forms** an unarmed attacker can make: strike, kick, and counter-weapon. Every time a character wishes to make an unarmed attack, they must first declare which specific form they will use (during the “declare actions” step). Each form is different, offering certain bonuses over the others (see below).

Strikes

The character uses their fists, elbows, arms, and/or upper body to inflict crush damage onto their opponent. Any unarmed attack using a part of the character's body from their waist or higher that inflicts crush damage is considered a strike (including special attacks such as head butts).

Kicks

The character uses their feet, legs, and knees to inflict powerful hits against their opponent. Any attack using a part of the character's body below their waist that inflicts crush damage is considered a kick.

Counter-Weapon

Unarmed characters may attempt to disarm or disrupt the weapon of an attacker who is targeting them by making a counter-weapon maneuver. A counter-weapon maneuver can be performed either offensively or defensively.

Offensively. The character may make an unarmed attack as if it were a strike or kick. If the attack would deal 1 or more points of damage, the defender drops their weapon (or shield), instead.

Defensively. When guarding (see page XYZ), a character may attempt to parry an incoming attack that targets them. See page XYZ for details about parrying.

★ EXULT POINTS

Exult Points (EX) represent the character's finesse, poise, and grace in battle. EX can be spent during combat to temporarily gain special abilities and other bonuses. Certain weapons, armor, and equipment (as well as certain perks & talents) have special abilities that can be utilized when the character expends EX.

AS AN EXAMPLE,

A character with 2 exult points wielding a sniper rifle may use the weapon ability that reads “⚡★★: double damage” (this means 1 stamina point and 2 EX may be spent to inflict double damage for that attack).

Gaining EX. For every +1 rolled on an attack roll, that attack gains +1 exult point. Only +1's from attack rolls provide exult points (negative modifiers never give an attacker exult points).

AS AN EXAMPLE,

A character makes an attack and the player rolls +2. Therefore, the PC immediately receives +2 exult points until end of attack. On their next attack, the player rolls -1. The character would receive no exult points.

Character bonuses such as skill points, perks, saves, and so on, do not provide exult points—unless specifically listed as doing so; only positive rolls from attacks can provide exult points.

AS AN EXAMPLE,

A character with a sword that has +2 destruction would not automatically receive exult points because of the bonus.

Unused exult points disappear at the end of the attack. Similarly, any ability gained from the use of exult points only lasts until the end of the attack (unless stated otherwise).

ADVANCED COMBAT

TARGETING BODY REGIONS

At the GH's discretion, the character's attacks may strike a particular region or anatomy of an enemy's body. After an attack roll has been made—but before combat damage is assigned, the attacker may roll an additional 1D and consult the table below.

BODY REGION

Roll ID	Body Region	Damage Modifier
1	Left Leg / Foot	1 x Damage
2	Right Leg / Foot	1 x Damage
3	Left Arm / Hand	½ x Damage
4	Torso	1 x Damage
5	Right Arm / Hand	½ x Damage
6	Head	2 x Damage

Damage Modifier. Depending on the region hit, the amount of damage inflicted may be doubled, reduced by one-half or remain the same (see the table above).

i AIMED ANATOMY

Adventurers who perform an aimed attack have the option to spend exult points (see page XYZ) from their attacks to add to or subtract from this roll.

AIMED ATTACKS

When an adventurer wishes to steady their aim in hopes of making a precise attack, they may make their attack **Aimed**.

Ready Aim & Fire. To steady their hand and aim their weapon, the character must spend precious seconds in battle honing in on their target to hit their mark. Therefore, an aimed attack can only be performed if the character first spends a half-round action concentrating on their target. If the attacker loses either their concentration or line of sight to their target before the attack is made, their aimed attack immediately becomes a normal attack, instead.

Precision Aspiration. Aimed attacks allow the aiming character the increased chance of impaling a specific part of the defender's body. After an aimed attack has been discharged, the controlling-player must make a body region roll (see page XYZ) to determine what anatomy of their opponent's body was hit. Additionally, the attacker may spend any number of exult points (see page XYZ) they may have gained from that attack to either add +1 (or subtract -1) from the body region roll result.

AS AN EXAMPLE,

A character spends a half-round action aiming their musket at an enemy, then fires. The attacker gains +2 attack from the attack roll, giving the player 2 exult points until end of round. The player then rolls 1D to determine where on the enemy's body the attack hits. The player rolls a 4 resulting in the attack targeting the enemy's torso. The player may spend their exult points to either add or subtract up to 2 points from the body region roll.

DUAL-WIELDING TWO WEAPONS

Characters can use two weapons simultaneously in the heat of battle.

Two Hands Needed. The PC can dual-wield two arms only if both of their hands are empty prior to equipping, and each weapon only requires one hand to wield (two-handed weapons cannot normally be dual wielded). This rule also applies to thrown weapons (e.g. shurikens).

Double Strike. When using two weapons, an adventurer may make an additional attack per each of their turns with their secondary off-hand weapon, but must do so with disadvantage. If the character's dominant and off-hand are not known, the player may decide the order. Once chosen, this choice cannot be changed later.

AS AN EXAMPLE,

A PC wielding a laser pistol and a light machine gun may choose to attack with the weapon in their dominant hand. If they choose to make a second attack with their off-hand weapon, they may do so once per turn. This second attack has disadvantage.

GUARDING

When an adventurer wishes to protect themselves and ready against a possible incoming attack, they may **Guard** against the danger targeting them.

Readying To Guard. A guard action is also a delayed action (see page XYZ) and is subject to the same rules as any other delayed action (e.g. spending a half-round action concentrating prior to execution).

Performing A Guard Action. When guarding, the player must choose one of three possible guard maneuvers for each attack that targets their character: dodge, block, or parry.

Dodge

The character jumps away from the line of attack and into an adjacent empty space. If the defender

cannot move to an adjacent space, they cannot dodge attacks.

To successfully dodge, the defender must perform a reflex save versus the attacker's attack number. If the defender's test result is equal to or greater than the score, they nimbly dodge the incoming attack, negating all damage. If they fail, they receive the attack as normal.

Multiple Dodges. A defender may dodge up to a number of attacks, per round, equal to their reflex score.

Block

The character bars an incoming attack with their shield. If the character does not have a shield ready and equipped, they cannot block attacks.

To successfully block, the defender must perform a fortitude save versus the attacker's attack number. If the defender's test result is equal to or greater than the score, they firmly block the incoming attack, negating all damage (although the shield may still suffer damage). If they fail, they receive the attack as normal.

Multiple Blocks. A defender may block up to a number of attacks, per round, equal to their shield's protection score.

Parry

The character intercepts an incoming attack and redirects it. If the character does not have a melee weapon ready and equipped, nor is able to perform an unarmed counter-weapon maneuver, they cannot parry attacks.

To successfully parry, the defender must perform a willpower save versus the attacker's attack number. If the defender's test result is equal to or greater than the score, either their weapon immediately gains the deflect combat ability (see page XYZ), or they may perform a counter-weapon maneuver as a free action (player's choice), until end of turn. If successful, they bravely parry the incoming attack, negating all damage. If they fail, they receive the attack as normal.

Multiple Parries. A defender may parry up to a number of attacks, per round, equal to either their weapon's destruction score or their counter-weapon score (player's choice, but only one score can be used per round).

ATTACKING FROM HIGH GROUND

Attacking from a physically higher position can provide a bonus to attackers in combat.

High Ground Advantage. If a character is standing on ground that is 1 or more spaces higher than that of another character, they gain advantage to all attacks and ability tests that target the lower character. Inversely, the lower character has disadvantage when performing attacks and ability tests that target the higher character.

Extended Range. Additionally, ranged attacks may be fired (or thrown) farther than normal, when on high ground. Ranged attacks gain +1 range for every 1 space it can fall vertically below the elevation of the attacker, up to a maximum number of spaces equal to double the weapon's listed range.

Height Limit. Attackers cannot perform melee or unarmed attacks targeting defenders who stand on ground 1 or more spaces higher (or lower) than their natural reach (unless their weapon has the reach ability, see page XYZ).

COMBAT ABILITIES

Combat abilities are special powers & capabilities that the character with access to them can take advantage of to inflict extra damage, conditions, and other combat-related influences. See weapons on page XYZ for reference which have combat abilities and any additional point costs or restrictions associated with them.

BURST FIRE

The attacker expends two additional ammunition and performs a reflex save. If successful, they gain +2 damage to their current attack.

DEFLECT

Before using deflect, the defender must declare they're using this ability before the attacker makes an attack roll.

The defender may attempt to deflect the incoming attack by performing a counter-attack with their weapon. The counter-attack deals no damage, but is instead compared to the attacker's attack number. If the defender's counter-attack meets or beats the incoming attack number, that attack is deflected and no damage is inflicted.

Unless stated otherwise, this ability can only be used once per round.

DEFLECT, COUNTER

The attacker may make a reflex save. If successful, their current attack cannot be deflected.

DELAY

The defender must make a fortitude save. If failed, they suffer +1 slow counter.

DISARM

Before using disarm, the attacker must declare they're using this ability before making an attack roll.

Instead of inflicting damage from this attack, the attacker may force the defender to make a reflex save. If failed, the defender drops their weapon. If the defender is wielding more than one weapon, the attacker may choose which weapon the defender drops.

DOUBLE DAMAGE

If at least 1 point of damage was dealt to the target this attack, the defender must make a fortitude save. If failed, all damage suffered from the current attack is doubled.

ENTANGLE

If at least 1 point of damage was dealt to the target this attack, the defend becomes entangled with the weapon. Once per minute the defender may make a reflex save. If successful, they may free themselves from their entanglement.

EXPLOSIVE MUNITION

The projectile (or cartridge) from this weapon explodes on impact. Each character within 3 area of the explosion must perform a fortitude save. If failed, they suffer +1D explosive damage and suffer 2 knockback.

EXTRA ATTACK

If at least 1 point of damage was dealt to the target this attack, the attacker may immediately make an extra attack as a free action. This ability can only be used once per turn.

HOOK

Before using hook, the attacker must declare they're using this ability before making an attack roll.

If at least 1 point of damage was dealt to the target this attack, the attacker may inflict half damage (rounded down) instead and force the defender to make a reflex save. If failed, the defender falls prone.

KNOCKBACK

If at least 1 point of damage was dealt to the target this attack, the defender is forcefully moved a number of spaces equal to the number of counters on this ability. The direction they're moved is decided by the attacker—but the attacker must have line of sight to the space the defender lands on.

KNOCKOUT

If at least 1 point of damage was dealt to the target this attack, the defender must make a willpower save. If failed, they fall unconscious for 2D rounds.

PIERCE

If at least 1 point of damage was dealt to the target this attack, the protection score of the defender's armor is reduced by a number of points equal to the number of counters on this ability (until the end of the current attack).

REACH

The attacker's melee (or unarmed) weapon gains +1 range for each counter on this ability. Additionally, the weapon may attack all spaces between the tar-

get and the attacker (and may target spaces within reach that would normally be blocked by nearby allied characters).

The range increase gained by reach does not increase (or decrease) like a ranged attack. See page XYZ for variable range details.

SET VS. CHARGE

Before the attacker makes their attack roll, the defender may interrupt the attacker's attack if it targets the defender and is using the charge ability.

The defender may immediately make a counter-attack with this weapon as a free action. Any damage inflicted from this counter-attack onto the attacker is doubled. After the counter-attack is complete, the attacker may continue their turn as normal.

SKEWER

If at least 1 point of damage was dealt to the target this attack, the attacker may choose to skewer the defender by releasing their weapon or its projectile—letting it remain stuck in their opponent for 2D rounds.

Each round the defender is skewered, they suffer +1 bleed counter. The skewered defender may spend a full-round action removing the weapon or projectile from their body but immediately suffers pierce damage equal to twice the weapon's destruction number (minimum 1 damage). Damage inflicted this way ignores armor.

SLOW SHOT

The defender may immediately make a dodge action as a free action against the attacker's fired projectile if they are at least a number of spaces away as one-half of the weapon's range.

SUNDER

If at least 1 point of damage was dealt to the defender this attack, they must make a reflex save. If failed, their armor permanently loses -1 protection (minimum 0) equal to the number of counters on this ability.

SWEEP

The attacker's current attack targets all spaces adjacent to the attacker. For rules purposes, all targeted spaces are attacked simultaneously, but the attacker must make separate attack rolls for each character or object affected by this ability.

CHAPTER VI: MAGIC

Magic is mysterious, arcane, and often occult energies. A character can harness these mysterious powers in a formula designed to control the enigmatic incantations. In fantasy campaigns magic is referred to as **Spells** while in science-fiction expeditions magic is referred to as **Psionics**. Collectively, all forms of magic may be referred to as **Magia** or **Magic**. Though the names are different, the rules governing both forms of magic are largely the same.

MAGIC FORMS

Magic in **OPEN ADVENTURE** is divided among different general types, known as **Forms**. There are nine forms of magic in total: five forms of spells, two forms of psionics, and two special forms (discussed later in this chapter).

SPELLS

The five types of spells are: black magic, white magic, blue magic, red magic, and green magic.

BLACK MAGIC

Black Magic is used to beckon demonic entities to do the caster's bidding. Black magic is evoked through incantations and sacrificial séances for bribing dark spirits to fight by the character's side.

BLUE MAGIC

Blue Magic is sorcery and conjurations that bend reality and create arcane constructs and illusions. Blue magic is invoked through computing arcane equations and performing rituals to conjure powerful summons to assist the caster.

GREEN MAGIC

Green Magic is nature-based spells used by druids, shamans, medicine men, and the like. It taps into the life force of all living plants and animals surrounding the caster. Green magic is used through songs (both vocal and the use of musical instruments) and dance to draw upon all living spirits.

RED MAGIC

Red Magic is inner focus and cultivation of ki/chi energy that empowers the caster to supernatural levels. Red magic is focused through meditation and channeling to protect and strengthen a caster's body.

WHITE MAGIC

White Magic is mysticism used to hearken divine souls (e.g. angels and deities) to help in a time of need. White magic is used through prayers and de-

votions to ask for divine intervention in the name of the caster's cause.

PSIONICS

Some extraordinary characters possess paranormal powers of the mind—known as psionics. Such gifted characters use the power of thought to perform psychic abilities such as telekinesis, telepathy, and more. Psionic powers can be used by tapping into an all-prevailing mysterious power known as the *Paraforce*. The paraforce has two sides to it: the light side and the dark side.

LIGHT PSIONICS

Light Psionics look outwardly towards everyone's better nature, uses altruism, charity, humility, mental discipline, and healing to achieve an end result that is best for everyone.

DARK PSIONICS

Dark Psionics look inwardly to one's selfishness, anger, fear, and malevolent nature to achieve great power and domination over others.

SPECIAL MAGIC

Other, more exotic, forms of magic exist outside that of spells and psionics.

PRISMATIC MAGIC

Prismatic Magic is a hybrid form of magic made up of two (or more) magic forms.

AS AN EXAMPLE,

A magia that is both green and blue magic would be considered prismatic magic.

MULTICOLORED MAGIC

Prismatic magia is considered to be all forms that it is comprised of, simultaneously.

ACHROMATIC MAGIC

Achromatic Magic is not considered to belong to any spell (or psionic) color. Although achromatic magic is uncolored, any type of mana or psi (see page XYZ) can be used to cast achromatic magic. However, achromatic magic always remains colorless, no matter what type of mana or psi is used to cast it.

CEREMONIAL RITUALS

Before the caster can harness the enigmatic dynamism of magic, they must first gather the necessary efficacy through ceremonial rituals & rites.

CEREMONIES

After completing a long rest, the caster may choose to perform a magical ceremony to commune with their deity, calculate arcane equations, or ruminate their subconscious and focus their chi. A ceremony is comprised of one or more individual rituals (see below) performed together in succession.

Message & Motif

Ceremonies are typically performed in places of seclusion and solitude where the caster can concentrate and focus their thoughts.

AS AN EXAMPLE,

The caster may choose to escape from the party and find a babbling brook or peaceful meadow to perform a ceremony.

The specific location is decided by the PC, but the area should fit the same central theme, symbolism, motif, or style as the magic's form that the caster wishes to wield.

AS AN EXAMPLE,

If the caster wished to cultivate black magic, it would be fitting to perform a dark ceremony in a necropolis.

Likewise, the tone and design of the ceremony's rituals & liturgies should share at least one characteristic of the spells or psionics the caster wishes to harness.

AS AN EXAMPLE,

If the caster wanted to acquire a spell of healing, they may use a rod, serpent, or curative medical herbs in their ceremonial rituals.

RITUALS

Rituals are individual acts of appeasement, study, and/or meditation that the caster performs in an attempt to gather supernatural powers. Each ritual takes 1D x 10 minutes to complete.

Components

Rituals are made up of individual gestures and phrases that the caster must perform, or in some cases are instead, the items the caster must have in their immediate possession. If the caster is missing one (or more) required components, the ritual cannot be completed.

FOCUS (F)

Focus items are any type of material (see below) that represents a religious or holy relic, symbolic object, or sacred item. Focus components must be held by (or within line of sight), and concentrated on, by the caster throughout the ritual.

AS AN EXAMPLE,

A caster of green magic builds an altar out of natural materials including river stones for the base, wood-carved statues, and wild flowers for adornment.

MATERIAL (M)

Magic **Materials** are either symbolic ingredients or objects that are sacrificed, consumed, or otherwise depleted during a ceremony. There are four general types of material components: plant, animal, mineral, and special components.

- ◆ **Plant Materials.** Plant-based materials may include (but are not limited to) leaves, vines, spores, stems, fruiting bodies, petals, and roots.
- ◆ **Animal Materials.** Animal-based materials may embody furs, fins, fangs, teeth, feathers, extremities, bones, and internal organs.
- ◆ **Mineral Materials.** Mineral-based materials may consist of ores, gems, crystals, stones, soils, and metals.
- ◆ **Special Materials.** Often the most expensive and difficult components to acquire. Special materials constitute items of historic, symbolic, or religious significance, mastercraft objects, and magically enchanted items.

AS AN EXAMPLE,

The caster offers a sacrificial offering of incense, blessed wine in a chalice, a salver of fresh pabulum, and a cerulean ammonite.

SOMATIC (S)

Somatic gestures are movements and physical expressions (e.g. weaving of occult patterns and sigils in the air) with the caster's hands and arms. The caster must have at least one hand free (and empty, unless the Game Host decrees certain magic items related to the magia are exempt from this restriction) in order to perform somatic rituals.

AS AN EXAMPLE,

The caster sprinkles milk & honey around the perimeter of an elder tree, melts sigils into a moon candle, then performs a midnight esbat.

VERBAL (V)









Verbal components are spoken incantations, expressed blessings, or uttered curses. If the caster is unable to speak aloud (such as from being gagged, or magically silenced), then they cannot perform verbal components of magic.

Deaf or deafened casters must perform a willpower save test before performing any verbal ritual. On a failure, they misspeak their words and fail the ritual.

AS AN EXAMPLE,

The caster hymns an evensong of spiritual reverence and devotion to their deity.

Mana & Psi

Each of the five spell forms (black, blue, green, red, and white magic) have five corresponding mana types:  **Black Mana**,  **White Mana**,  **Blue Mana**,  **Red Mana**, and  **Green Mana**. Likewise, the two psionic forms (light and dark psionics), also have two corresponding psi types:  **Light Psi** and  **Dark Psi**. Additionally, there is also  **Achromatic Mana** (mana of any form, discussed later in this chapter).

Magical Replenishment. For each successfully performed ritual, the caster gains a **Mana Point (MP)** or **Psi Point (PSI)** of a form of their choosing (up to a maximum number equal to their Magic score).

AS AN EXAMPLE,

The caster with a Magic 5 score performs three ceremonial rituals. Therefore, the caster gains 3 MP (or Psi) of their choice.

Mana and psi can only be chosen if the caster originally committed to that magic form(s) during character creation (see page XYZ).

Magic Memorization

For each magia the caster wishes to invoke, they must first study and commit it to memory. After successfully performing a ritual, the caster may memorize 1 magia of their choice (up to a number of magia equal to their Intelligence).

AS AN EXAMPLE,

The caster with an Intelligence 5 score may memorize up to five spells or psionics (after performing five related rituals).

Memory Limits. The caster can only memorize magic that shares the same form as the mana/psi the caster possess. When memorizing a spell or psionic for the very first time, the caster must perform an Intelligence ability test. If failed, they're unable to comprehend the magic's dimensionality, and fails to learn it.

CASTING MAGIC

The act of casting magic requires immense amounts of supernatural power. The cost to cast magia, known as its **Cast Cost**, is the amount (and type) of mana and/or psi that must be spent before the magic can be invoked.

CAST COST

The mana or psi cost of magic is equal to its order (see page XYZ).



AS AN EXAMPLE,

First order magic has a cast cost of 1 MP or PSI. Second order magic has a cast cost of 2 MP or PSI, and so on.

Zeroth Order Magic. While zeroth order magic typically doesn't have a cast cost, there is a limit to the number of times it can be cast. The caster can invoke 0th order magic up to a number of times equal to their Magic score. Afterwards, the caster must complete a long rest and a new set of ceremonial rituals to reset this count.

Prismatic Magic. As the name suggests, prismatic magic requires the simultaneous expense of two (or more) different mana and/or psi types.

AS AN EXAMPLE,

A prismatic spell with a cast cost of " 

Achromatic Magic. The cast cost of achromatic magic can be spent by expending any type of mana or psi (either colored or not), up to the amount listed for the magic's cast cost.

AS AN EXAMPLE,

An achromatic spell with a cast cost of “” could be paid for by expending “☞”, “☞”, or any other mana or psi type.*

MAGIC ATTACKS

Many magia effects can be used offensively in combat. When the effects of the spell or psionic manifest as a physical attack (e.g. such as a ranged attack like casting a fireball), the caster is considered to be making a magic attack. The character’s magic attack score is equal to their Charisma and Magic abilities added together.

AS AN EXAMPLE,

The caster has a Charisma of 5 and Magic of 3. Therefore, their magic attack score is 8 (5 + 3 = 8).

Magic attacks are performed similarly to normal attacks (e.g. melee, ranged, or unarmed attacks), with an exception to damage (see below). The controlling-player makes a standard attack roll, and applies the any modifier to the caster’s magic attack score. If the total exceeds the defender’s defense, the attack is successful.

AS AN EXAMPLE,

The caster has a magic attack of 8. As a spell, the PC magically conjures a lightning bolt, targeting their enemy. The player makes a standard roll and gets a +3 for a magic attack total of 11 (8 + 3 = 11). The enemy’s defense is only 9, so the magic attack is successful.

Special Effects. The amount of damage magia inflicts and/or any special effects applied to its target depend wholly on the specific rules of the magic cast (see the magic’s details).

Saving Vs Magic

Victims of magic used as attacks may sometimes avoid or lessen the damage or effects inflicted. Sometimes the defender may attempt to make a save test (see page XYZ for information on saves) against the magic that targets them.

Successful Saves. Targets of magic may only attempt a willpower save against the magic if the spell or psionic specifically allows for the opportunity. If a character succeeds at their save test, the magia will deal half damage (rounded down), have no effect, or an entirely different effect (specified by the magic).

LIST OF MAGIC

After the caster has their MP/PSI and memorized one or more magia, the controlling player may begin browsing the spells and psionics list beginning on page XYZ to determine what magic is available to them.

Each magic has a set of common values describing the capabilities of the spell or psionic:

- ◆ **Name.** The title or name of the magia.
- ◆ **Effect.** A shorthand description of what the magic performs.
- ◆ **Order.** Which order the magic belongs to, as well as the casting cost to use the magia.
- ◆ **Casting Time.** The amount of time it takes for the caster to concentrate before they can use the spell or psi. Cast time will be a number in half-round actions or minutes. A spell or psionic is not cast until its full cast time has elapsed.
- ◆ **Range.** The maximum number of spaces a magic spell or psionic can reach from the caster. A spell can be cast any distance up to its range number. A range of “caster” refers to the magic affecting only the character who cast the magic. Magic with a “caster” range will follow the caster unless stated otherwise. A range of “touch” means the magic will only work on who (or what) the caster touches as they cast the magic. For rules purposes magic with a range of “caster” or “touch” have a range of 0 and 1, respectively.
- ◆ **Duration.** The amount of time the spell will last before its effects end. Duration will be a number in rounds, minutes, segments, hours or even days. Some magic has a duration of “instant” which means it ends as soon as it begins. “Permanent” duration means the effect will last forever (unless disrupted or changed somehow).

BLACK MAGIC

Exspira Oculi

Effect: Scrying

Order: 0th Black Magic – No Cast Cost

Casting Time: 40 minutes

Range: Touch

Duration: 5 minutes

The caster may desecrate any object (of ring size or larger) with a special scrying curse. In the caster’s dreams, they may watch any creature (and their immediate surroundings up to 1 space in all directions) who wears (or carries) the cursed item, from up to 36 spaces away.

Higher Grades. At grade II the caster can also watch the creature up to +3D x 10 spaces away. At grade III the spell's duration is also increased by +1 minute per level.

Maleficent Espial

Effect: Sense Evil

Order: 0th Black Magic – No Cast Cost

Casting Time: 20 minutes

Range: Caster

Duration: 1D+2 minutes

A sulfuric smoke adjacent to the caster will billow dark ebony if any evil creatures, desecrated land, or cursed items are within 7 volume of it.

Higher Grades. At grade II the smoke casts a shadow of a writhing corpse, with its arms outstretched in the direction of the closest evil or cursed thing within +3 spaces. At grade III the caster can also concentrate on the smoke and see the dark faces of the malevolence appear & ebb into the smoke's obscurity.

Zazhul's Death Rapine

Effect: Find Undead

Order: 0th Black Magic – No Cast Cost

Casting Time: 20 minutes

Range: Caster

Duration: 7 rounds

So long as the caster is standing on (or remains touching) an unholy geometric shape inscribed on the ground (or wall), the caster senses the direction and distance to the nearest undead creature within 5 spaces of themselves.

Higher Grades. At grade II the caster also knows the quantity of undead creatures up to +3 spaces away. At grade III the caster is also able to discern the type and level of up to 2D-2 of the sensed undead creatures.

BLUE MAGIC

Ariawyn's Perinvisia

Effect: Detect Invisibility

Order: 0th Blue Magic – No Cast Cost

Casting Time: 3 half-round actions

Range: Caster

Duration: 8 rounds

The caster can detect the direction of anything invisible (or ethereal) that is in brightness, or in the light of a full moon, up to 2 spaces away.

Higher Grades. At grade II the caster can also see the invisible object (or creature) as a semi-translucent shape, even when its in the light of a waxing moon. At grade III the caster can also detect the invisible up to +3 spaces away, even when its in twilight or the light of a waning (or dark) moon.

Eye Of Veracity

Effect: See Illusions

Order: 0th Blue Magic – No Cast Cost

Casting Time: 20 minutes

Range: Caster

Duration: 9 minutes

The caster's eyes glow a smokey-silver color, giving them advantage to detecting illusions within their line of sight, up to 5 spaces away, when peering through a mirror. When an illusion is detected, the caster sees, through a mirror's reflection, a light blue aura surround it allowing it to be seen even in darkness.

Higher Grades. At grade II the caster automatically succeeds at detecting nearby illusions with no need for a mirror, instead. At grade III the caster also detects (and can see through) illusions up to +5 spaces away.

Realmwalker's Prenotion

Effect: Danger Foresight

Order: 0th Blue Magic – No Cast Cost

Casting Time: 30 minutes

Range: Caster

Duration: 11 minutes + 1 minute per level

The caster gains a powerful sixth sense against danger. Once per minute, until spell's end, the Game Host will provide an instantaneous warning of any impending harm endangering the caster.

Higher Grades. At grade II the caster will also be provided with a general idea of which action they might take to best protect themselves against the danger. At grade III the caster also gains +1 reflex and +1 initiative for each of their experience levels.

GREEN MAGIC

Feral Kinship

Effect: Locate Beast or Plant

Order: 0th Green Magic – No Cast Cost

Casting Time: 30 minutes

Range: 400 spaces (outdoors) / 20 spaces (indoors)

Duration: Instantaneous (see below)

The caster may turn and sense when they're facing in the direction of a beast (or plant) of a type they're familiar with, within range.

Higher Grades. At grade II the spell's duration lasts for +5 minutes, and the caster may also discern the direction the creature is traveling (if any). At grade III the caster may also detect how many creatures of the same type are within range, as well as the relative condition of, and distance to, the closest one detected.

Percipient Phenology

Effect: Commune with Nature

Order: 0th Green Magic – No Cast Cost

Casting Time: 50 minutes

Range: 24 spaces + 1D x 100 spaces

Duration: 1 half-round

The caster becomes attuned with nature, allowing them to gather unique insight and knowledge about the surrounding territory. The caster may ask three questions about the region that will be answered by the Game Host, concerning one or more of the following topics:

- ◆ Ground/terrain
- ◆ Minerals/Ore
- ◆ Bodies of Water
- ◆ Plants
- ◆ Beasts & Insects
- ◆ General Ecological State

Higher Grades. At grade II the caster may also ask questions regarding the populous of any nearby humanoids. At grade III the caster may also ask questions regarding the presence of any nearby unnatural creatures (aberrations, constructs, fiends, monstrosities, ooze, or undead).

Solanum Bane

Effect: Detect Poison

Order: 0th Green Magic – No Cast Cost

Casting Time: 10 minutes

Range: 1 creature/object, or 3 volume

Duration: Instantaneous

The caster can determine if a creature, object, or area has been poisoned (or is poisonous).

Higher Grades. At grade II the caster can also detect poisonous salves & secretions at twice the normal range. At grade III the caster can also determine the exact type of poison that is being used, as well as any nearby antidotes (within range).

RED MAGIC

Cytopenulance

Effect: Detect Disease

Order: 0th Red Magic – No Cast Cost

Casting Time: 40 minutes

Range: 6 volume (cone)

Duration: Instantaneous

The caster can detect the presence (or absence) of a disease they're familiar with, within range.

Higher Grades. At grade II the caster also learns of the incubation period of the disease, the damage it causes, and the level (and type) of contagiousness it has. At grade III the caster can also detect the number of creatures infected with the disease

(within range), as well as their current location, and condition.

Ki Eye

Effect: Detect Vitals

Order: 0th Red Magic – No Cast Cost

Casting Time: 2 rounds

Range: 3 spaces

Duration: Instantaneous

The caster may ascertain the score of one secondary ability (of the caster's choice) of one humanoid within range.

Higher Grades. At grade II the caster may instead ascertain the score of one primary ability (of the caster's choice), as well as all of its dependent secondary abilities. At grade III the caster also learns of any non-magical conditions & natural resistances that the humanoid may have.

Master Mujo's Auspex

Effect: Detect Attack

Order: 0th Red Magic – No Cast Cost

Casting Time: 1 half-round action

Range: 10 spaces

Duration: Instantaneous

The caster can discern the type of conditions and damage of one random non-magical attack of a humanoid (of the caster's choice), within range.

Higher Grades. At grade II the caster also learns the amount of damage that the attack can inflict, as well as any combat abilities it has. At grade III the caster may also discern the same details of a second attack the target may possess.

WHITE MAGIC

Demise Divining

Effect: Recall Death

Order: 0th White Magic – No Cast Cost

Casting Time: 10 minutes

Range: Touch

Duration: Instantaneous

The caster is able to peer into the past and reveal facts about a nearby dead character's passing. The last 10 minutes of the life of an adjacent dead character flash in the caster's mind like a nightmare, revealing their final actions and how they died.

Higher Grades. At grade II the caster can also see everything within 3 spaces of the character during their final moments, as well as establish how long ago they died. At grade III the caster also divines the important moments and decisions throughout the character's life that lead up to their ultimate demise.

Holy Flame Of Talariel

Effect: Sense Good

Order: 0th White Magic – No Cast Cost

Casting Time: 20 minutes

Range: Caster

Duration: 1D+2 minutes

A flame adjacent to the caster will burn brilliant-white and smokeless if any good creatures, consecrated land, or blessed items are within 7 volume of it.

Higher Grades. At grade II the flame also forms the shape of a dove, with its sparks floating in the direction of the closest holy or blessed thing within +3 spaces. At grade III the caster can also concentrate on the flame and see the identity of the holiness dance in the fire's conflagration.

Sacrosanct Providence

Effect: Divine Communion

Order: 0th White Magic – No Cast Cost

Casting Time: 40 minutes

Range: Caster

Duration: Instantaneous

The caster communes with a morally good deity—or agent thereof—allowing them to gather divine knowledge. The caster may ask the deity one question that can be answered by a simple “yes”, “no”, or “unclear” response. The response given is correct within the perspective of the deity and the limits of their knowledge.

Higher Grades. At grade II the caster may also ask the deity an additional question. At grade III the caster may ask a question that can be answered with a short response (of five or less words), instead.

LIGHT PSIONICS

Ardor Mind

Effect: Empathy

Order: 0th Light Magic – No Cast Cost

Casting Time: 6 rounds

Range: Caster

Duration: 1 minute per level (concentration)

The caster's sixth sense extends outwards, allowing them to feel the surface emotions of all humanoids within 3 spaces of them. The caster can determine if a creature is experiencing rage, grief, fear, or joy (or a combination of the above).

Higher Grades. At grade II the caster can also determine if a humanoid's emotions are filled with reverence, surprise, reluctance, and/or caution (or a combination of the previous emotions). At grade III the caster can also sense if a humanoid is experiencing physiological imbalances, such as hunger, thirst, exhaustion, sleep deprivation, or pain.

Ashahara's Second Sight

Effect: Detect Psionics

Order: 0th Light Magic – No Cast Cost

Casting Time: 20 minutes

Range: Caster

Duration: 8 rounds

Save: Negates

The caster falls into a deep conscious trance, revealing a third eye of light upon their forehead. While concentrating this way, any clear crystal the caster holds will glow with a white light if any psionic characters (or items) are within 5 spaces of them (not including the caster's own powers). Psionic characters may perform a willpower save to hide their supernatural powers from this magia.

Higher Grades. At grade II the crystal will also grow brighter (or dimmer) the closer (or farther), respectively, the caster travels from the psionic aura closest to them. Additionally the crystal will pulsate when the caster touches an item or creature with psychic powers. At grade III the crystal will instead glow blue if the closest psionic source emits light psionics, red if it emits dark psionics, or purple if it emits a combination of the two. Additionally, the caster immediately discerns the experience level (or, if none, the number of PSI) of the psychic source.

Thoughtcall

Effect: Send Telepathy

Order: 0th Light Magic – No Cast Cost

Casting Time: 20 minutes

Range: 5 spaces

Duration: 1 minute (concentration)

Save: Negates

The caster can telepathically send a message (conveyed at the same speed as the caster would normally speak) to the mind of another humanoid within range, so long as the target is also within line of sight. The target may perform a save to resist hearing the caster's thoughts.

Higher Grades. At grade II the caster can send the message up to +3 spaces away. At grade III the caster does not need line of sight to their target, but instead needs only to be familiar with the humanoid's appearance enough to form a detailed mental image of them.

DARK PSIONICS

Antidelude

Effect: Discern Deception

Order: 0th Dark Magic – No Cast Cost

Casting Time: 2 rounds

Range: Touch

Duration: 3 minutes (concentration)

Save: Negates

The caster can telepathically can determine if the touched character is lying, misleading, or deceiving, until end of psionic. The target may perform a save to resist the caster from having their motives read by the caster.

Higher Grades. At grade II the caster also knows if the character's behavior is different from their normal personality, and whether or not they're trustworthy for the caster. At grade III the caster also discerns if the creature is being influenced by a magical enchantment or effect.

Mindcomb

Effect: Read Thoughts

Order: 0th Dark Magic – No Cast Cost

Casting Time: 20 minutes

Range: 5 spaces

Duration: 1 minute (concentration)

Save: Negates

The caster can telepathically read the memories of another humanoid within range, so long as the target is also within line of sight. The target may perform a save to resist the caster from reading their thoughts.

Higher Grades. At grade II the caster can read the mind up to +3 spaces away. At grade III the caster does not need line of sight to their target, but instead needs only to be familiar with the humanoid's appearance enough to form a detailed mental image of them.

Psissence

Effect: Detect Psion

Order: 0th Dark Magic – No Cast Cost

Casting Time: 2 rounds

Range: 10 spaces

Duration: Instantaneous

Save: Negates

The caster can psychically detect if a character capable of casting psionics is within range. However, any such creatures may perform a willpower save to negate being psionically noticed.

Higher Grades. At grade II the caster also knows the direction and distance to the closest creature with psionic powers (within range). At grade III the caster also discerns the creature's identity (only if the caster was previously familiar with the target).

PRISMATIC MAGIC

Dreamskimmer Presage

Effect: Precognition

Order: 0th Light or Dark Psionics – No Cast Cost

Casting Time: 50 minutes

Range: Caster

Duration: 40 minutes

The caster can fall into a deep slumber, allowing themselves to see into the future through a dream. While dreaming this way, the caster's psyche can see the world around them as it will be 1 hour in the future (if events were left to unfold uninterrupted). The caster's psyche can move around the dreamscape at the same speed and means as if their body was actually there, but they're unable to interact with or be perceived by the world-to-be.

Higher Grades. At grade II the caster can see +30 minutes into the future. At grade III the casting time for this psionic is also only 10 minutes (instead of the normal 50 minutes).

Lucent Beam

Effect: X-Ray Vision

Order: 0th Blue & Red Magic – No Cast Cost

Casting Time: 20 minutes

Range: See Below

Duration: 5 minutes (concentration)

The caster's vision can pierce into and through solid objects and materials. The caster's X-ray-like vision can penetrate super-dense materials (e.g. metal) up to ¼ space in, dense materials (e.g. stone) up to ½ space in, and all other materials (e.g. dirt, water, wood, etc.) up to 3 spaces in. Objects capable of being spotted through solid objects (e.g. traps & secret doors) have light concealment from the caster.

Higher Grades. At grade II the caster's vision can see through non-dense materials at up to twice the range. At grade III objects capable of being seen by the caster using this vision no longer have light concealment.

Oracular Occult

Effect: Clairaudience

Order: 0th Black & Blue Magic – No Cast Cost

Casting Time: 30 minutes

Range: 5 spaces

Duration: 1 minute (concentration)

The caster can magically listen through the ears of an undead (or construct), within range. The caster must be familiar with the creature's appearance enough to form a detailed mental image of them. The caster's oratory capabilities are only capable of listening to what the creature could normally hear.

Higher Grades. At grade II the caster can continue to listen through the ears of the creature even if it travels beyond the range of this spell. At grade III the caster can also choose to switch sight from one undead (or construct) to another, as a free action, until end of spell.

Subliminal Sight

Effect: Clairvoyance

Order: 0th Green & Red Magic – No Cast Cost
Casting Time: 30 minutes
Range: 5 spaces
Duration: 1 minute (concentration)

The caster can magically see through the eyes of an animal, within range. The caster must be familiar with the animal's appearance enough to form a detailed mental image of them. The caster's sight is only capable of seeing what the animal's eyes normally see.

Higher Grades. At grade II the caster can continue to see through the eyes of the animal even if it travels beyond the range of this spell. At grade III the caster can also choose to switch sight from one animal to another, as a free action, until end of spell.

Thelrick's Time Eye

Effect: Postcognition

Order: 0th Blue & Light Magic – No Cast Cost
Casting Time: 10 minutes
Range: Caster
Duration: 10 minutes

The caster can magically see the world as it was 5 minutes in the past, through any lens they hold, until end of magia.

Higher Grades. At grade II the caster can see +20 minutes into the past. At grade III the caster can see 1 hour into the past, instead.

ACHROMATIC MAGIC

Estudiar Occultarum

Effect: Identify Enchantment

Order: 0th Achromatic Magic – No Cast Cost
Casting Time: 60 minutes
Range: Touch (see below)
Duration: Instantaneous
Save: Negates

The caster may identify one magical property, ability, or characteristic enchanted upon an item. To do so, the caster must first handle the item (e.g. wield the magical sword, wear the magical ring, or don the magical pendant) for the duration of the casting time. Any effects or consequences that arise from doing so happen normally.

The caster must then perform an Intelligence test versus a target number equal to the experience level of the enchantment's creator. If the item is magically-sentient, it may also perform a willpower save to attempt to hide its magical characteristics.

If the caster is successful in their casting, only one magical ability (or property) is revealed to them. No precise information is given, instead, only a general description is divulged.

If the caster is not successful in their casting, further attempts made will not reveal any information about the item until the caster gains a new experience level. Curses are not revealed this way.

Higher Grades. At grade II the caster may cast this magia +1 additional times on the same item (paying the cost each time) per experience level. At grade III the caster also gains proficiency to their Intelligence test when casting this magia.

Spellbound Epigraph

Effect: Read Magic Inscriptions

Order: 0th Achromatic Magic – No Cast Cost
Casting Time: 10 minutes
Range: Caster
Duration: 1 round per level

The caster can read, interpret, and elucidate magical words & runes inscribed on scrolls, walls, books, weapons, and other similar objects. The caster cannot read magical inscriptions without this (or a similar) magia.

Higher Grades. At grade II the caster can re-read previously deciphered magic words without needing to re-cast this magia. At grade III reading magic words & runes will not automatically activate its magical abilities (unless the words are cursed).

Unveil Magicka

Effect: Detect Magic

Order: 0th Achromatic Magic – No Cast Cost
Casting Time: 20 minutes
Range: Caster
Area Of Effect: 3 volume
Duration: 1 minute per level (concentration)

All items, locations, and creatures within range that are magically-enchanted (or magical by nature) with a blue, red, or achromatic form (including prismatic magic with one or more of the mentioned forms) develop a faint glowing aura that can be seen only by the caster, until end of magia. Curses are not revealed this way.

Higher Grades. At grade II the color of the auras becomes the same as the form of the magia that inhabits it (e.g. blue aura for blue magic). At grade III the aura glows brighter (or dimmer) depending on the order of the magic.

Vashan's Veil

Effect: Hide Magic

Order: 0th Achromatic Magic – No Cast Cost
Casting Time: 3 half-round actions
Range: Touch
Area Of Effect: 1 volume
Duration: 2D + 5 rounds
Save: Negates

The magical nature of an item, character, or location, within range, is altered in such a way as to ap-

pear nonmagical when it's the target of detection-based magic (e.g. *Estudiar Occultarum* or *Unveil Magicka*), until end of magia. However, the caster of such detection magia may make a willpower save versus a target number equal to the caster's Intelligence in an attempt to still detect the magic.

Higher Grades. At grade II the range of the magia is increased by +1 volume. At grade III the duration of the magia is increased by +5 rounds.

Virgula Divina

Effect: Locate Metal

Order: 0th Achromatic Magic – No Cast Cost

Casting Time: 60 minutes

Range: Touch

Area Of Effect: 3 volume

Duration: 1 round per level

The caster can cause a Y-shaped stick (or rod) they hold to point in the direction of the nearest ground water, buried metals or ores (e.g. gold, steel, gems, etc.), oil, or gravesite—of 36 weight or heavier.

Higher Grades. At grade II the caster can detect such objects of 18 weight or heavier, instead. At grade III the caster can detect such objects of 9 weight or heavier, instead.