

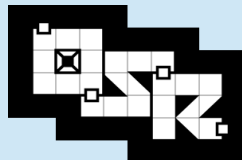
Open Adventure

OLD SCHOOL FANTASY & SCI-FI ADVENTURE GAME



COMPLETE RULEBOOK

For any number of players ages 10 and up!



MECKLEM

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Open Adventure: Old School 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 campaigns but still remains flexible and easy to read.

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

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

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

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

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

Part I: Introduction

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

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

How To Use This Book

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

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

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

Part three, **Equipment**, lists all the necessary equipment, weaponry and armor your character will need before partaking on a high adventure—whether it be deep inside a dungeon or high above the stratosphere.

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

Part five, **The Adventure**, is filled with useful information for setting out on a grand expedition for all players.

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

Part seven, **Foes**, list descriptions & explanations

for all types of monsters and aliens considered unfriendly to player characters, arranged alphabetically.

Part eight, **Treasure**, explains different types of treasure, technology and legendary items player characters may find along their adventures.

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

Read through this entire book except the Game Master Information (that section should only be read by the Game Master). Though the rules may seem confusing at first, or that there are a lot of them, they will begin to become more understandable the more you read. The rules were designed to fit together making it important that you understand the concepts of what the rules are attempting to achieve, rather than every detail listed in this book.

Golden Rules

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

There are a few **Golden Rules** that should be understood and followed above all others detailed in this book.

1. If two rules directly or indirectly conflict, the more specific rule shall take precedence over the broader or more general rule.
2. If ever at a point in the game an argument arises in which one party or player wishes to complete an action but another party or player does not believe the action is possible or in the spirit of the rules, and after much thoughtful debate, the default conclusion is the action not to be completed.
3. When dealing with numeral fractions, always round down to a whole number.
4. The Game Master always has final say in all rules deliberations.
5. The rules in this book are simply a framework, not scripture. Any part of the rules can be changed or neglected by the Game Master.

Basic Setup & Game Play

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

Basic Setup

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

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

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

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

Players will create player characters before actual game play begins. Following the instructions on **Part Two Player Character Creation**, players will choose the strengths, weaknesses and talents of their imaginary character.

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

Basic Game Play

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

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

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

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

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

A level is a general term meaning an amount of experience points attained by a PC through various adventures. When a PC earns a certain amount of XP they achieve a new level. **All player characters begin their first adventure at Level I.**

Foes have various levels as well. A foe's level indicates how ferocious and difficult he or she is to battle in combat.

Introduction

How To Use The Dice

When referring to dice, an abbreviation is often used. The first number is the abbreviation in the number of dice being rolled followed by the letter "d" (shorthand for "die" or "dice"), and then the number of sides the dice have. FOR EXAMPLE, 5d6 would mean to roll five six-sided dice and add the total of all the dice rolls together.

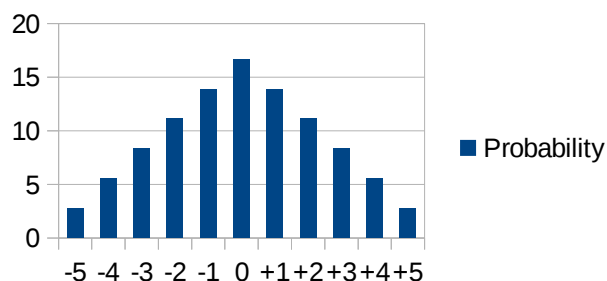
In OPEN ADVENTURE any action that has a possibility of failure, such as a PC attempting a daring jump across a wide crevasse, can be resolved by rolling two six-sided dice of different colors (preferably one die being white and the other black). The lighter colored die represents positive numbers. The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

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

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

FOR EXAMPLE, a roll of 5 on the positive die and a 2 on the negative die would mean a result of -2 to an ability test. A roll of 1 on the positive die and 1 on the negative die would mean a result of +0 to an ability test. A roll of 1 on the positive die and 3 on the negative die would mean a result of +1 to an ability test.

Possible outcomes range from -5 to +5, with a statistical bias towards a roll of +0.



Dice Alternatives

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

If only a standard deck of playing cards are available, separate six suited cards ranging from ace through six. Separate another six suited cards (preferably of a different color) also ace through six. Shuffle the 12 cards and draw the top card. Treat this card as a positive die roll. Continue to draw cards until you get a card of the opposite suit. Treat this second card as the negative die roll. Shuffle the cards before reusing them in this manner.

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

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

Object Of The Game

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

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

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

Part II: Player Character Creation

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

How To Create a Player Character

1. On a blank sheet of paper write down the names of the player character's primary traits: Strength, Intelligence, Perception, Dexterity, Health and Charisma. If an **OA Character Record Sheet** is being used, the six names will already be printed on the record sheet. It may prove useful to look at the character record sheet to better understand the form it takes. A character record sheet template can be found on page XYZ for review or printing copies.
2. Starting with 30 points, divide all of the points amongst the six primary traits in any way you choose. No individual primary trait can be less than 1 or greater than 10. All six of the primary traits should equal 30 when added together.
3. (Optional) Re-assign any amount of the above points to a seventh primary trait called Magic. This trait cannot have more than 10 points in it. Consult the section on Magic (pages XYZ).
4. Read the section on **Secondary Traits** (page XYZ) and fill out the values for all six secondary traits based off your character's primary traits. More information on what these numbers do can be found on page XYZ.
5. Consult the section on **Abilities** (page XYZ) and determine how many +1 modifiers the player character gets to apply to any of the abilities listed. Next, apply five -1 modifiers to any one or more of the abilities.
6. Read the section on **Character Archetypes** (page XYZ) and randomly choose one **Talent** from one of the five archetypes of your choice. Note that higher leveled characters start off with more talents; one for each level.
7. Set aside a section of the paper for **Experience Points (XP)**. As a new character, write down "0" for the amount of starting XP. Additionally, make a note of the amount of XP needed to advance to second level.
8. Roll 3d6 and multiply the result by 10. This new number represents the amount of currency the player character begins the game with and can use to purchase equipment before game play

begins (see **Step 8** below). For medieval fantasy campaigns the standard currency is **Silver Coins (SC)**. Science-fiction campaigns use **Space Credits (SC)** as currency.

9. Consult the tables of **Common Weaponry**, **Common Armor** and **Common Equipment** (starting on page XYZ) then "purchase" whatever gear your player character chooses, within the limits of his or her starting amount of currency. Write down the equipment, weapons and armor your character purchased on the back of the paper.
10. Now that you know what type of weaponry your character will be using, determine his or her **Attack** trait by adding the weapon's damage rating to your character's strength—if the weapon is melee, or perception—if the weapon is ranged. Write the new number in a section marked **Attack** or **ATK**.
11. Find the character's **Defense** trait by adding their dexterity trait to their armor's toughness rating. Write the new number in a section marked **Defense** or **DFS**.
12. Choose a race for your character such as a dwarf or android (see page XYZ). Name your character and think up a suitable personality and background story. Optionally, your character may know more than one language to start. Give this step care, as once you've chosen a race, name and background they can rarely be changed!

Character Creation Summary:

1. Assign 30 points to the six primary traits
2. (Optional) Re-assign points to the magic trait to use spells or psionics
3. Determine the five secondary traits
4. Apply positive and negative modifiers to abilities
5. Choose a random talent from a character archetype of your choice
6. Roll for initial currency and buy starting gear
7. Determine attack and defense traits
8. Choose a race, name your character, create a personality, background and known languages

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

Player Characters

Primary Traits

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

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

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

1. No trait can have more than 10 points
2. No trait can have less than 1 point

A seventh, optional, trait is available to any players who wish to assign 1 or more points to it.

This seventh trait, called **Magic**, opens up the world of paranormal powers and magical abilities to a character. Like the other six traits, magic cannot have more than 10 points assigned to it. It can, however, have less than 1 point placed into it. For more information and a list of magic spells to choose from see page XYZ.

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

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

Strength directly influences a character's **Melee Attack** trait, **Fortitude Save** (see page XYZ) and the **Climb** and **Swim** abilities (see page XYZ).

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

Perception directly influences a character's **Initiative**, **Ranged Attack** trait, **Reflex Save** (see page XYZ) and the **Trap** and **Lock Pick** abilities (see page XYZ).

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

Intelligence directly influences the number of +1 modifiers applied to abilities before play (see page XYZ), the **Craft** and **Knowledge** abilities (see page XYZ), and the number of languages a character knows.

Dexterity (Dex): "Dexterity" refers to agility, flexibility and quickness. A character with a high dexterity is good at

dodging incoming attacks. A player who wants their character to be good at **Defense** should choose a high dexterity.

Dexterity directly influences **Defense** (see page XYZ) and the **Stealth** and **Jump** abilities (see page XYZ).

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

Health directly influences the number of health points (see page XYZ), and **Stamina Points** (see page XYZ).

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

Charisma directly influences reactions (see page XYZ) and the **Diplomacy** and **Presence** abilities (see page XYZ).

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

Magic directly influences how many **Spells** or **Psionics** per game-day a character can cast. The higher leveled a character is, the more powerful spells he or she can cast. Magic is explained in detail in **Part 4: Magic** on page XYZ.

Secondary Traits

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

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

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

Any character reduced to 0 (or less) health points is **Dying** and risks succumbing to their wounds. **Dying** and other conditions are discussed in detail in **Part 5: The Adventure** on page XYZ.

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

⚡ Stamina Points (SP): "Stamina points" represent a character's endurance, energy and going-power. A character starts the game with a number of stamina points equal to their health trait. Certain talents, actions or spells may reduce a character's stamina points.

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

If a character has run out of stamina points, they may not spend additional stamina points until he or she has regained at least one SP. However, if a character is forced to lose additional SP (such as from a magical effect) they lose HP instead.

A character may spend their stamina points to gain additional movement points. For every SP they choose to spend this way, they receive +1 movement point until end of turn. Alternatively, a character may spend 1 stamina point to gain +1 **Power Point (PP)** (see page XYZ). However no character may have more than five power points per turn.

Save Tests

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

- Fortitude
- Reflex
- Will

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

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

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

Secondary Traits

Secondary Trait Number Derived From

Health Points	= Health
---------------	----------

Stamina Points	= Health
----------------	----------

SAVE TESTS

Fortitude	= Strength
-----------	------------

Reflex	= Perception
--------	--------------

Will	= Intelligence
------	----------------

Abilities

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

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

There are ten broad abilities available to characters of the OPEN ADVENTURE game:

- | | |
|---------------|-------------|
| • Climb | • Lock Pick |
| • Swim | • Stealth |
| • Trade Skill | • Jump |
| • Knowledge | • Diplomacy |
| • Traps | • Presence |

Each of these abilities allows a character many different options they can try to perform during an adventure. Each ability is based off a character's primary trait. FOR EXAMPLE, the **Climb** ability has the the same number as a strength, which is the primary trait that it's based off.

Player Characters

Abilities

Ability	Starting Number Derived From
Athletics	= Strength
Jump	= Strength
Trade Skill	= Intelligence
Knowledge	= Intelligence
Traps	= Perception
Lock Pick	= Perception
Stealth	= Dexterity
Pilot / Ride	= Dexterity
Diplomacy	= Charisma
Presence	= Charisma

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

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

Some of the ten abilities have specific actions that can be performed as a part of their ability. FOR EXAMPLE, the stealth ability has an action called **Hide** that allows a character to remain unseen by hiding themselves from nearby foes. These specific actions are called **Sub-Abilities** but are treated the same as the ability in which they reside. FOR EXAMPLE, the hide sub-ability would be treated the same as it's stealth ability, even sharing the same number.

Abilities take different amounts of time to complete, known as **Action Types**. Action types are discussed in more detail in **Part 6: Combat & Encounters** (on page XYZ).

When creating a character, a player must apply five -1 modifiers to one or more of the ten abilities listed. (sub-abilities are ignored for this process). You may choose to place all five -1s into one ability, or spread them over multiple abilities.

Next, take note of your character's intelligence trait. This will determine how many +1 modifiers you can apply to the ten abilities (again, sub-abilities are ignored for this process).

Abilities & Sub-Abilities

- Strength
 - Athletics
 - Climb
 - Swim
 - Jump
- Perception*
 - Traps
 - Set Traps
 - Disarm Traps
 - Lock Pick
- Intelligence*
 - Trade Skill
 - Craft
 - Tinker
 - Study*
 - Knowledge*
- Dexterity
 - Stealth
 - Sneak*
 - Pick Pocket
 - Hide*
 - Pilot / Ride
- Charisma
 - Diplomacy
 - Bluff*
 - Bargain*
 - Sense Motive*
 - Presence
 - Intimidate
 - Handle Animal
 - Performance

* ability test results are known only to the game master

Apply as many +1 modifiers as is equal to your character's intelligence trait. You may apply these modifiers to one or more of the abilities of your choosing.

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


How Abilities Are Used

Characters are often required to test their abilities at different points throughout the game. Whenever the GM feels a character's ability is appropriate to a game situation, he or she will ask the player to perform an **Ability Test**.

When a character needs to perform an ability test, make a standard roll then apply the result to the character's ability number. **If the result is equal to or greater than 5 the ability test is successful.**

An unsuccessful ability test means the character has failed at performing the ability. On occasion certain situations will make the **Target Number** (see page XYZ) needed to succeed at an ability test higher or lower than the default of 5.

Secret Ability Tests


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

Changing Ability Test Difficulties

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

Repeatable Ability Tests

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

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

Using Abilities Together



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

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

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

List of Abilities

Strength

TIME: 2 Turns REPEATABLE:  No
TEST RESULT:  Known TYPE: Ability



"Strength" represents a broad set of feats of strength. Characters attempting a strength ability test can try to bend bars, lift gates, break chains, etc. collectively known as:

- Force Open

Force open is used when trying to force open a stuck door, lift a portcullis or sealed airlock, pry open a crate or chest, etc. See page XYZ for the maximum weight a character can carry, lift or push / pull.

If successful: The character is able to force open the object they were attempting to unseal. *If failed:* The object has been broke and can never be opened again.

Climb



TIME: Instant REPEATABLE:  Yes
TEST RESULT:  Known TYPE: Sub-ability of Athletics

"Climb" represents the proficiency in climbing difficult slopes or sheer walls. See **Part 5 : The Adventure** (on page XYZ) for details on climbing. This ability test should be repeated once a turn for each turn a character is hanging on a wall unsupported.

If successful: The character is able to climb a wall for this turn. Climbing should be treated the same as moving but on a vertical terrain. Next turn, a new ability test will be required if they wish to continue climbing. *If failed:* Will result in the character falling. See page XYZ for falling.

Player Characters



Swim

TIME: Instant REPEATABLE:  Yes
TEST RESULT:  Known TYPE: Sub-ability of Athletics

"Swim" represents the ability to stay afloat amongst torrential currents or treacherous waters. See **Part 5: The Adventure** (on page XYZ) for details on swimming.

If successful: The character is able to swim for this turn. Swimming should be treated the same as moving except through a liquid terrain. Next turn, a new ability test will be required if they wish to continue swimming. *If failed:* The character takes 1 suffocation counter (see page XYZ).



Jump

TIME: Full-turn Action REPEATABLE:  Yes
TEST RESULT:  Known TYPE: Ability

"Jump" is the ability to leap great distances such as over pits or towering heights.

If successful: The character jumps over an adjacent space and lands on an adjacent space to the one jumped over. If jumping for height, the character jumps 1 space high off the ground. *If failed:* If jumping horizontally the character falls into the square they were attempting to jump over. The character ends their turn immediately.

Perception

TIME: See below REPEATABLE:  No
TEST RESULT:  Unknown TYPE: Ability

Perception is the ability to pick up on and perceive a character's surroundings. Perception ability tests are divided into two main actions:



- Hear Noise
- Search / Spot

"Hear Noise" is the ability to pick up distinct noises or rustles from nearby (such as in another room or on the other side of a door). This ability has an Area 6 range (6x6 spaces) and takes 2 turns to complete.

"Search / Spot" is the ability to visually notice things of interest or importance. It is used to search for hidden doors, hiding characters (see hide on page XYZ), traps or search an area for concealed treasure. Characters can search any space they occupy or adjacent space for 1 turn per square. Note secret doors (see more on page XYZ) and traps (page XYZ) have a target number of 8. Hidden character's TN is based off their "hide" ability.

If successful: HEAR NOISE, the character hears nearby foes, animals, etc. that would naturally be making noise anywhere within the Area 6. SEARCH / SPOT, the character finds a secret door, hidden character, trap or concealed treasure. *If failed:* HEAR NOISE, the character does not hear anything out of the ordinary. SEARCH / SPOT, the character does not see anything of interest. If a trap is in a space searched, the trap triggers.



Set Traps

TIME: 1 minute REPEATABLE:  No
TEST RESULT:  Known TYPE: Sub-ability of Traps

"Set Traps" allows a character to set a trap. Must have a **Trap Kit** (see page XYZ) to use. Can only be used on an adjacent empty space.

If successful: The character builds a trap that is only visible to him or her (unless seen through search / spot). *If failed:* The trap is not built and the trap kit is destroyed.



Disarm Traps

TIME: 1 minute REPEATABLE:  No
TEST RESULT:  Known TYPE: Sub-ability of Traps

"Disarm Traps" allows a character to try to disarm a dangerous trap without setting it off. Can only be used on an adjacent space.

If successful: Character disarms trap without triggering it. If the trap is mobile enough, and at GM's discretion, the character may salvage the trap as a trap kit. *If failed:* The trap is triggered.

Lock Pick

TIME: 3 minutes REPEATABLE:  Yes
TEST RESULT:  Known TYPE: Ability

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

If successful: The lock opens. *If failed:* Reflex save: A success means the lock does not open. A failure means the lock has been broke and cannot be picked again, but remains locked.

Intelligence

TIME: 2 Turns REPEATABLE: ✖ No
TEST RESULT: 🌀 Unknown TYPE: Ability

"Intelligence" represents a character's ability to solve complex puzzles, recall far away memories, or study and interpret a mystery. Intelligence is primarily used for one ability:

- Languages

Languages are the number of spoken or written forms of communication a character knows. When a language other than a character's main language is spoken or read, the character makes an ability test to see how well they comprehend what is being conveyed. Languages are described in detail on page XYZ.

If successful: The character receives a helpful clue or information about what is said or read. *If failed:* The character receives false information or no information.

Craft

TIME: See below REPEATABLE: ✖ No
TEST RESULT: 👁 Known TYPE: Sub-ability of Trade Skill

"Craft" represents hands-on expertise at creating something such as leather-working, weapon-smithing or vehicle construction. There are many different types of craft work. Time to complete varies depending on the item.

If successful: The character crafts the item. *If failed:* The character does not craft the item. Any supplies involved are destroyed.

Tinker

TIME: See below REPEATABLE: ✖ No
TEST RESULT: 👁 Known TYPE: Sub-ability of Trade Skill

"Repair / Improve" allows a character to try to fix or enhance an item such as a laser pistol, plate armor or spaceship. Time to complete varies depending on the item.

If successful: The character repairs or enhances the quality of a particular item. *If failed:* The particular item's quality is reduced or destroyed.

Knowledge

TIME: 1 minute REPEATABLE: ✖ No
TEST RESULT: 🌀 Unknown TYPE: Ability

"Knowledge" encompasses a broad category of understanding for a particular field of study such as nature, magic or alien cultures. There are many different subjects of knowledge. A GM should choose several that best fit their campaign. Examples include starships, nature, alien cultures and arcane lore.

If successful: The character receives a helpful clue or information about a particular field of study. *If failed:* The character receives false information or no information.

Sneak

TIME: Instant REPEATABLE: ✖ No
TEST RESULT: 🌀 Unknown TYPE: Sub-ability of Stealth

"Sneak" is the art of moving unseen and unheard. A character cannot begin to sneak if they're in combat and within **Line of Sight (LOS)** (see page XYZ) of a foe. If a character attacks a foe while sneaking that attack is an aimed attack (see page XYZ). If the character attacks or is attacked while sneaking, they are no longer considered sneaking.

If successful: The character can move about without being noticed or targeted by any foes until end of turn. *If failed:* The character can be seen by foes as per normal LOS rules.

Pick Pocket

TIME: Standard Action REPEATABLE: 🔄 Yes
TEST RESULT: 👁 Known TYPE: Sub-ability of Stealth

"Pick pocket" is the subtle art of reaching into an unsuspecting victim's pocket and stealing something from them without their knowledge.

If successful: The character steals a random item from the victim no larger than **Weight 5** (see page XYZ). *If failed:* The character was not able to steal anything from the victim. If the character failed by 3 or more points, they are caught in the act. The victim gets one free attack!

Player Characters

Hide

TIME: Full-turn Action REPEATABLE: ✖ No
TEST RESULT: 🕵 Unknown TYPE: Sub-ability of
Stealth

"Hide" is the ability to blend into background or hide in a dark corner. A character may hide during combat but only if they're not adjacent to a foe at the time. If a foe moves adjacent to the character they must make a new hide ability test vs the foe's perception trait, or no longer be unnoticed. If an unnoticed character moves to an empty space or attacks, they are no longer considered hiding in shadows.

If successful: The character is unnoticed by other characters. *If failed:* The character can be seen as per normal Line of Sight (LOS) (see page XYZ) rules.

Pilot / Ride

TIME: Standard Action REPEATABLE: 🔄 Yes
TEST RESULT: 👁 Known TYPE: Ability

"Pilot / Ride" is the ability to steer and drive a mounted animal or vehicle.

If successful: The character is able to pilot the vehicle or ride the creature. *If failed:* The driver or rider of the transport loses control of the transport for 1 turn. Depending on the situation, this may result in a crash.

Bluff

TIME: Full-turn Action REPEATABLE: ✖ No
TEST RESULT: 🕵 Unknown TYPE: Sub-ability of
Diplomacy

"Bluff" is the the subtle ability to mislead or lie to someone without their knowing.

If successful: The character believes your lie. *If failed:* The character suspects you're lying to them.

Bargain

TIME: 3 turns REPEATABLE: ✖ No
TEST RESULT: 🕵 Unknown TYPE: Sub-ability of
Diplomacy

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

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

Sense Motive

TIME: Full-turn Action REPEATABLE: ✖ No
TEST RESULT: 🕵 Unknown TYPE: Sub-ability of
Diplomacy

"Sense Motive" is the ability to determine the true motives and intentions of a PC or NPC. It is also used to figure out if "something is up" (that is, something out of place or odd is going on) or to assess someone's honesty and trustworthiness.

If successful: The GM will provide the player with an accurate description of the true intentions of the character checked on. *If failed:* The GM will provide false or no information regarding the motives of the character checked on.

Intimidate

TIME: Standard Action REPEATABLE: ✖ No
TEST RESULT: 👁 Known TYPE: Sub-ability of
Presence

The ability of scaring your opponents away, or coercing someone to do something for you out of fear.

If successful: Any foes within 3 spaces of the character must make a will save vs the intimidation roll. A success means they're unaffected. A failure means they run away from 1d6 turns. Each foe rolls will saves individually. *If failed:* 1d6 foes within 3 spaces of the character attempt to attack the character.

Handle Animal

TIME: 1 minute REPEATABLE: ✖ No
TEST RESULT: 👁 Known TYPE: Sub-ability of
Presence

"Handle Animal" is the skill of safely handling a domestic animal or animal-like alien. It is also the ability to tame a wild animal, teach an animal a task or win it's trust.

If successful: The target animal becomes friendly or cooperative towards the character. *If failed:* The animal becomes hostile and untrusting towards the character.

Archetypes & Talents

Randomly choose one **Talent** (see page XYZ) from one of the five archetypes of your choice.

The fourth step to creating a character is choosing an archetype that sounds interesting and fun to play. There are five archetypes to choose from in the OPEN ADVENTURE:

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

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

Archetypes

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

When choosing an archetype, you are actually choosing a random talent from that archetype. Once you have chosen an archetype talent, it will stay with your character for the remainder of the game.

Each time your character achieves a new level (including the first level that your character starts the game with), choose one random talent to add to your character's record sheet.

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

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

Combat Talents

Roll Talent
d12

1	Leader – You and all allies up to 3 spaces away gain +1 Attack
2	Bloodlust – Recover 1⚡ each time you deal the killing blow to an enemy (the enemy must remain dead)
3	Tough – You begin the game with +1 Defense
4	Unmovable – You may ignore all Knockback effects
5	Front Guard – ⚡: When you attack only once this turn, you may attack twice instead
6	Long Arms – You have Reach 1
7	Tough as Nails – You gain +2 Fortitude
8	Overrun – When running in a straight line for at least 4 spaces, you may make a free melee attack
9	Martial Artist – ⚡↻: You gain +2 Defense vs melee attacks
10	Juggernaut – 2⚡: You gain Knockback 1 until end of turn
11	Champion – At the start of the game choose melee or ranged: You gain +2★ when attacking with a weapon based off that type
12	Cleave – ⚡: Each time you kill an enemy with a melee weapon you may make a free attack with the same weapon

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

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

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

Player Characters

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

Few locks stand in the way of these mysterious type, always wanting to gain entry to places denied to them.

When needed, thieves and scofflaws will employ the sinister art of trap making. Because of their expert experience in such matters, they are also good at disarming traps. In the unfortunate event a trap is missed, or not properly disarmed, thieves & scofflaws are good at making reflex saves.

Subterfuge Talents

Roll Talent
d12

1	Burglar – Opening & closing doors is a Free Action instead of a Standard Action
2	Duck & Cover – ⚡👤: You gain +2 Defense vs ranged attacks
3	Nimble Footed – Movement through moderate terrain costs 1 Movement Point instead of 2
4	Danger Sense – You may make a free attack at any point during the GM's turn
5	Unseen – 2⚡: You gain +2 Defense until end of turn
6	Acrobat – You may ignore all foes and obstacles when moving. You must end your turn on an empty space.
7	Surprise Attack – 2⚡: Target adjacent foe suffers 1 Stun Counter
8	Quick Footed – 👤: You receive +2 Movement Points
9	Surefire – You ignore allies when determining Line of Sight (LOS) for a ranged attack
10	Steady Hand – ⚡: Your ranged attack becomes an Aimed Attack
11	Far Kill – You gain +2 Damage when attacking a foe at least 3 spaces away
12	Jack of All Trades – ⚡: You may re-roll an Ability Test

⚡ = Stamina Points, 👤 = Activate

Magic Talents

Roll Talent
d12

1	Essence Transfer – ♥: You gain +1 Damage
2	Antimana – You gain +2 Save vs spells
3	Surge – ⚡: You gain +1★
4	Unburdened – If you do not have any Armor equipped, each of your attacks gain +1★
5	Bend Reality – ♥: You may make a re-roll
6	Dispel – ⚡: Target enemy attacking you receives -1★
7	Regenerate – At the start of your turn gain +1⚡
8	Latent Power – Each time you attack but do not receive any ★, you gain +1★
9	Teleport – 2⚡: Move your character to an empty space adjacent to target ally
10	Lethargy – Foes must spend +1 Movement Point to enter an empty space adjacent to your character
11	Clairvoyance – Characters and barrier-type spaces do not block Line of Sight . Doors still block LOS
12	Concentration – Cast a Spell, 👤: If you are at maximum Health, gain +2 Mana or Psi of any type until end of turn

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

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

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

Heal Talents

Roll Talent
d12

1	Fast Recovery – At the start of your turn you gain +1⚡
2	Fast Heal – ⚡: Gain +1♥ 1♥: Gain +1⚡
3	Nine Lives – You start the game with +3♥
4	Scout – ➡: You gain +3 Movement Points
5	Tactician – 3⚡: Target character can Aim, Dodge or make a delayed action (your choice) as a Free Action
6	Prepared – 3⚡: You may force the Game Master to re-roll any dice he or she controls.
7	Healer – Craft Ability Test, ➡: If successful, target adjacent character gains +1♥
8	Martyr – ➡: If target character receives damage this turn, you receive it instead.
9	Immunity – When you Rest, you may discard 1 Condition from yourself
10	Cure All – 2⚡, X★: All allies within 3 Spaces of your character gain +X♥ for each ★ spent on this talent this turn
11	Interception – ⚡: Target foe loses -1★
12	Panacea – Knowledge Ability Test, ➡: If successful, discard 1 Condition from yourself or an adjacent ally

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

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

These friendly types are always willing to lend a hand, heal the sick or injured, and support the team in less conventional means. In combat they attempt to divide and conquer the enemy rather than face it head-on. After the fray has ended they are the first to mend the wounds of the fallen.

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

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

Social Talents

Roll Talent
d12

1	Lady Luck – ➡: You may re-roll one or more dice you rolled this turn (you must keep the new roll)
2	Iron Will – You gain +2 Will All retainers hired by you gain +2 Morale
3	Fast Learner – You gain 10% more XP than normal
4	Educated – You start with +2 Ability Points
5	Sex Appeal – You gain +4 Charisma vs characters who are attracted to you
6	Silver Tongue – You gain +4 Bargain
7	Rank & Status – You gain +2 to all rolls vs a culture or faction of your choice (the culture or faction must be chosen immediately and cannot be changed)
8	Wealth – You gain either 1,000 sc immediately or 3d6 x 10 sc per month (your choice); once chosen this talent cannot be changed
9	Wrestler – You gain +2 Attack or +2 Defense vs Unarmed combat (your choice)
10	Daunting – You gain +2 Intimidate You gain +2 vs Reaction tests
11	Multilingual – You gain +5 Language Points
12	Crafty – You gain +4 to Hide & Smuggle

How Talents Are Used


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

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


Certain talents require a “cost” to be paid before the talent can be used. The cost of a talent is anything left of the colon (":"). FOR EXAMPLE, the **Steady Hand** talent requires 1 stamina point to be spent before the effects can resolve. If the price cannot be paid, then the talent cannot be used.

The cost of a talent is often denoted by a number and symbol (such as 2⚡). The number represents how many of the symbols must be spent. The symbols represent a trait, ability test, save, etc.

Player Characters

Some talent costs are *not* denoted by symbols but instead are listed as text. FOR EXAMPLE, the **Panacea** talent lists "Knowledge Ability Test,  as its cost. This means a knowledge ability test must be performed (and succeed) before the talent can be used. If the ability test were to fail, the talent could not be used and none of the costs would be paid.

Ability Activation

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

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

Attack & Defense

The fifth step to creating a PC is finding their **Attack** and **Defense** numbers. These values are used often in combat, which is discussed in further detail in **Part Six: Combat & Encounters**.

Attack

"Attack" is a representation of how well a PC can use a weapon competently during combat or while attacking something. Attack is also a measure of how well a weapon the PC is wielding performs under combat. Character's with a high strength trait are skilled melee fighters because of their physical ability to bash, pierce and slash their way in battle. PC's who have a high perception trait are gifted at ranged combat because of their increased eye-hand coordination and exceptional accuracy in hitting the weak points of their target.

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

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

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

In this case, since the weapon damage is 0, only the

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

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

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

Defense

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

Additional Character Information

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

Choose a Race

Fantasy and science-fiction worlds are full of creatures and species ranging from the mundane to the fantastic. In the OPEN ADVENTURE game, you have the option to choose whichever race you want from the list below, depending on which sounds most fun. The different races have no in-game effects, but are instead there purely for cinematic and flavor purposes. With permission from your GM, you may create your own race or play one not listed.

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

You don't have to know all the personalty traits of a race to begin playing one; if in doubt, make it up!

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

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

Fantasy Races

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

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

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

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

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

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

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

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

Kitsune: (*Medium*) Kitsunes, also known as foxfolk, are demi-humans with the body of a man and the head, claws, fur and tail of a fox. Kitsune have a love for trickery and deception. They delight in the arts, especially riddles and storytelling. Foxfolk live in ancestral clans, sharing wisdom passed down from one generation to the next. Their quick witted thinking and nimbleness have gotten them out of many troubles before.

Science-fiction Races

Android: (*Medium*) Androids are machine robots made to resemble the anatomical likeness of a humanoid. Most, but not all, have two legs, two arms, a head and torso. Androids

Player Characters

can speak, see and think like humans due to their likeness. Androids are manufactured for many different purposes from industrial fabrication to warfare. While most androids are looked upon in most societies as inferior to a biological being, in some areas androids have rebelled against their makers and created a collective band of machine men.

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

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

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

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

Dushraki: (*Small*) Dushraki are a small-sized insectoid alien species with the resemblance of a upright walking cricket. They have large albeit flightless wings affixed to their back. Their exoskeleton is often drab green to bright yellow. Dushraki care little for war, instead engaging in art, music and other forms of pleasure and entertainment. Dushraki are extremely intelligent and great inventors. Their culture is varied, made of the best technology from

many other space-faring societies that they've collected over the generations through trade and commerce. Dushraki are hard, industrious workers and loyal allies. Their honesty is renown throughout the galaxy.

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

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

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

Name Your Character

When choosing a name, you should select one that is appropriate to the fantasy or science-fiction world in which your PC will be adventuring in. Ask your GM about the setting of the world he or she will be designing. If, for example, it was based on a real-world civilization, culture or canon, a name from that time or place would be most appropriate. Also take into account the race or species you have chosen for your character, as each race has a different culture.

Many campaigns use straightforward fantasy and science-fiction elements drawn from numerous sources, yet these campaigns may not be strongly based on any of those sources. In which case, you need only make up a fantasy or futuristic sounding name for your character and ask the GM if it is appropriate sounding for the setting and circumstances.

Choose a name carefully. It should be a name you'll like and be proud to use for your PC. You might find yourself playing as your character for years, and don't want to regret the name you gave to him or her.

Personality

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

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

Background

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

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

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

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

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

If you're having troubles thinking up a convincing background, try talking with the other players of the game.

Discuss with them to find out what they have come up with for their PCs. You may even suggest that your character's background intersects with theirs.

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

Height & Weight (Optional)

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

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

Character Heights & Weights

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

* Not including weapons, armor, items, etc.

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

Known Languages (Optional)

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

However, many NPCs speak their own language, named after their race (for example, klangons speak "klangon").

Any NPC with it's own language has a 33% (2 out of 6 chance) chance of speaking the common language as well.

At the GM's discretion, players may opt for their character to know different or additional languages of varying fluency. For every point a character has in their Intelligence trait, they may assign 1 language point to one or more languages of their choice. FOR EXAMPLE, a character with an Intelligence of 7 would have 7 language points to distribute amongst whichever language or languages they choose.

Player Characters

Additional Languages

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

They may wish to place 5 points in common and 2 points in goblin, for example.

The game master may let the players choose a language of their choice (each race and species listed on page XYZ has their own language, including humans, named after the race itself) or may randomly choose a different language from the table below. To use the table below roll 2d6. If the white die reads 4-6, add +6 to the black die roll. Consult only the black die roll when using this table. Alternatively you may roll 1d12, if you have a twelve-sided die available.

When a character is trying to understand a language they're not particularly fluent in, the controlling player should make an ability check for the language they are trying to understand (note the character must have 1 or more points in the language to make this ability test). If they pass the ability test, they understand what was said or spoken.

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

Faction Languages (Optional)

Often times factions, especially those which are a secret society, will have their own language, known as a **Faction Language**, comprised of secret passwords, hand shakes, symbols and gestures.

With the GM's approval, if a character is a member of such a faction, he or she knows the language and can speak fluently with anyone else who is also a member.

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

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

Example of Creating a Character

1. 25 of the 30 points are assigned to the six primary traits with the results of Strength 3, Perception 3, Intelligence 4, Dexterity 5, Health 7 and Charisma 3. These numbers are recorded in pencil on a sheet of paper.
2. The player saves the last 5 points for the Magic trait.
3. The player notes the pros and cons due to their character's primary traits:
 - A) A **Strength** score of 3 means the character will add 3 to their melee attack.
 - B) A **Perception** score of 3 means the character will add 3 to their ranged attack.
 - C) An **Intelligence** score of 4 means the character can assign 4 ability points.
 - D) A **Dexterity** score of 5 means the character will add 5 to their defense.
 - E) A **Health** score of 7 means the character gets 7 health points and 7 stamina points.
 - F) A **Charisma** score of 3 means the character will make reaction rolls at value of 3.
4. The player assigns the 4 ability points their character got from their intelligence trait to the following abilities: +1 Lock pick, +1 Knowledge (Magic), +2 Traps. The player must also assign five -1 modifiers, and chooses the following abilities: -2 Swim, -1 Presence, -1 Jump, -1 Diplomacy. These numbers are written down on the paper along with "+0" for all other abilities.
5. The player chooses from the **Magic Archetype** one random talent and receives "Antimana". This is recorded on the paper.
6. The player writes down their character's three save numbers: **Fortitude** 3 (the same as Strength), **Reflex** 3 (the same as Perception) and **Will** 4 (the same as Intelligence).
7. Because the character has **Magic** 5, the player may choose five mana types. The player selects: 3 Black Mana and 2 Green Mana.
8. The player rolls 3d6 for a roll of 11, then multiplies by 10, which gives the character 110 silver coins (sc) with which to buy equipment.
9. The player decides to "buy" the following list of equipment:: studded leather armor (25 sc), dagger (3 sc), backpack (5 sc), five torches (5 sc), 12 rations (60 sc), tinder box (3 sc), rope (1 sc), an iron spike (1 sc) and a musical instrument (5 sc). There are 2 silver coins left over.
10. Studded leather has a toughness of 3. The player adds this number to their character's dexterity 3 to get a **Defense** of 6 (3 + 3 = 6).
11. A dagger has a damage value of 2. The player adds this number with their character's strength 3 to get a **Melee Attack** of 5 (2 + 3 = 5).
12. Current experience is marked as "0" and 2,000 is written as the total necessary to become a 2nd level character.
13. The player is female and decides her character will also be female. She decides her character is a felidaen witch named Ashelia Greenroot.

Part III: Equipment

Adventurers who risk their lives embarking on a quest are far more likely to survive their ordeal if properly equipped and armed for the dangers that lie before them. Before the game begins players roll 3d6 and multiply the roll by 10. This is the amount of currency their character begins the game. Use this money to purchase weaponry, armor and expedition gear before game play.

Money

In OA, the primary form of currency for a fantasy medieval adventure is **Silver Coins** (SC). In a science-fiction campaign **Space Credits** (SC) are the standard money found everywhere a character may go. Other coins exist as well, such as **Gold Coins** (GC) for fantasy and **Galactic Credits** (GC) for science-fiction. 100 SC is worth one gold coin or galactic credit.

Money Denominations

1 Gold Coin (GC)	=	100 Silver Coins (SC)
1 Galactic Credit (GC)	=	100 Space Credits (SC)

Gold coins and galactic credits are fairly rare and often sought after making them extremely valuable. Silver coins and space credits, however, are far more common which is why they're not worth as much. Both types of currency are universally accepted just about anywhere there is commerce. Treasures found the wilds or far reaches of space will always have a value given in either gold and silver coins or galactic and space credits.

Equipment List

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

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

Common Weaponry

The weapons table on page XYZ shows a basic list of starting weapons for sale. This list should by no means be considered complete; but rather an example of the types of weapons a game master can create for their own campaign. Weapon information in the below table is as follows:

WEAPON NAME describes the basic type of weapon it is considered to be. The name is different for fantasy and

science-fiction genres, but all other rules are the same. Note ranged weapons require ammunition to use, with one ammunition being spent per use. FOR EXAMPLE, a crossbow needs a quarrel to be fired in order to use the weapon.

DAMAGE is the number that is added to a character's strength or perception, depending on if the weapon is melee or ranged, respectively. This number helps determine how many of a foe's health points are lost when a character attacks with the weapon.

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

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

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

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

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

Common Armor

As with the weaponry table below, this armor table is a basic list of armor for sale commonly found at any merchant who sells such things. This should not be considered the complete list of armor, but rather an example of the type of armor a game master can create for his or her own campaign. Armor information in the below table is as follows:

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

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

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

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

ABILITIES are the effects armor can achieve.

Equipment

Common Weaponry

Fantasy Name	Science-fiction Name	Damage	Range	Cost	Weight	Handedness	Ability
<u>Melee Weaponry</u>							
Axe, Hand	Vibroaxe	3	–	4 sc	2	1H	★: +1 Damage
Cestus	Stun Gage	2	–	10 sc	½	1H	★: Stun ★★: +1 Damage
Dagger	Reactive Blade	2	–	3 sc	½	1H	★★★★: +1 Damage
Pole arm	Delimiter Lance	5	–	7 sc	7	2H	Reach 1
Sword, Short	Subspike	3	–	7 sc	2	2H	Bleed 1 ★★: +1 Damage
<u>Ranged Weaponry</u>							
Bola	Laser Pistol	1	4	5 sc	3	1H	★★: +1 Damage ★★: Stun
Bow, Short*	Spike Projector ²	–	10	25 sc	1	2H	★★: +1 Damage
Crossbow, Light**	Combat Rifle ³	–	12	30 sc	3	2H	★★: +1 Range
Hammer, Throwing	Volt Pistol, Light	2	2	4 sc	2	1H	★: +1 Damage
Sling ¹	Slugthrower ⁴	–	8	2 sc	1	1H	★★★★: Stun
<u>Ammunition</u>							
Arrows (10)	Spikes (10)	3	–	2 sc	1	–	★★★★: +1 Range
Quarrels (10)	Bullets (10)	3	–	3 sc	1	–	★★★★: +1 Damage
Sling Stones (10)	Slugs (10)	2	–	1 sc	1	–	–

★ = Power Points, * = Fires Arrows, ** = Fires Quarrels, ¹ = Fires Sling Stones, ² = Fires Spikes, ³ = Fires Bullets, ⁴ = Fires Slugs

Equipment

Common Armor

Fantasy Name	Science-fiction Name	Toughness	Cost	Weight	Ability
Cloth	Cossack Robe	0	5 sc	10	⚡: +1 Defense until end of turn ↻: +1● (this ability may only be used once a day)
Leather	Leather Jack	2	10 sc	7	
Hide	Combat Field Uniform	3	15 sc	12	
Studded Leather	Woven Body Armor	3	25 sc	10	⚡⚡: +1 Defense until end of turn
Chain Mail	Displacement Vest	5	150 sc	20	Roll: For every ★ rolled, +1 Defense until end of turn
Banded Mail	Metal Mail	5	180 sc	18	↻: +1 Defense until end of turn
Scale Mail	Metal Plate	4	50 sc	15	-2 Reflex Save
Splint Mail	Assault Suit	6	200 sc	22	
Half-Plate	Power Armor	7	600 sc	25	
Full Plate	Repulsor Shielding	8	1,500 sc	25	

Shields

Buckler*	Shield, Riot	1	15 sc	2	↻: +1 Defense until end of turn
Shield, Large*	Shield, Assault	2	20 sc	7	↻: -1 Range to target attack roll
Shield, Tower*	Shield, Novatech	3	30 sc	22	

⚡ = Stamina Points, ↻ = Activate, ★ = Power Points, * = Requires 1H, ● = Colorless Mana

Equipment

Common Fantasy Equipment

Item	Cost	Weight	Ability	Item	Cost	Weight	Ability
Backpack	5 sc	1	Carrying capacity of 50 Weight	Bandages (10)	50 sc	1	+1 Trade Skill (Healing)
Candle, Bees Wax	1 sc	–	Illuminates Area 3 , lasts 3 rounds	Compass	20 sc	1	+2 Knowledge (Navigation)
Chain (3 spaces)	30 sc	2	Toughness 10, Health Points 5 , breaks on Force Open 7+	Flask, Empty	3 sc	1	Carrying capacity of 1 Weight of a liquid
Grappling Hook	1 sc	1	+1 Climb	Kit, Trapping	50 sc	2	+2 Trade Skill (Hunting)
Instrument, Musical	5 sc	2	+2 Performance	Lock, Common	40 sc	½	Can be opened with Lockpick 5+
Kit, Cooking	50 sc	5	+2 Trade Skill (Cooking) , Allows ability to make Morsels from raw materials	Lock, Excellent	80 sc	½	Can be opened with Lockpick 8+
Kit, Lockpick	25 sc	½	+2 Lockpick	Lamp	1 sc	2	Illuminates Area 5 , holds 6 Weight of Oil
Kit, Trap	25 sc	1	Allows for Set Trap ability	Oil	1 sc	1	Burns 1 hour in Lamp or Lantern or burns for 1 round and covers an Area 2 if spilled
Kit, Fletching	30 sc	2	Can make arrows or quarrels from raw materials. Requires a successful Trade Skill (Fletching) ability test	Parchment (sheet)	2 sc	–	Can be used to draw maps, write spells, etc.
Lantern, Bullseye	12 sc	2	Illuminates Area 8x1 in one direction, holds 6 Weight of Oil	Potion, Health	30 sc	1	Requires a flask. Restores 5♥
Rations (1 meal)	5 sc	1	Sustains a character for one meal	Potion, Power	30 sc	1	Requires a flask. Grants +5★ to next attack only (maximum 5★ total)
Rope (20 spaces)	1 sc	5	+2 Climb	Potion, Stamina	30 sc	1	Requires a flask. Restores all ⚡
Sack, Small	1 sc	½	Carrying capacity 10 Weight	Spikes, Iron	1 sc	1	Used for various purposes
Sack, Medium	2 sc	1	Carrying capacity 20 Weight	Tinder Box	3 sc	1	+2 Trade Skill (Firecraft)
Sledge	5 sc	5	+2 Force Open	Torches (5)	1 sc	1 per	Illuminates Area 5 , lasts 1 round

Equipment

Common Science-fiction Equipment

Item	Cost	Weight	Ability	Item	Cost	Weight	Ability
Cable, High Tensile (3 spaces)	5 sc	2	+1 Climb , Toughness 10, Health Points 5, breaks on Force Open 11+	Battery	1 sc	1	Charges Chem lights for 1 round
Fusion Cutter	5 sc	5	+2 Force Open	Chem Light (5)	1 sc	1 per	Illuminates Area 5 , lasts 1 round
Glow Rod	1 sc	–	Illuminates Area 3 , lasts 3 rounds	Datapad	2 sc	–	Can be used to draw maps, write information, etc.
Grappling Hook	1 sc	1	+1 Climb	Heads-Up Display	20 sc	1	+2 Knowledge (Navigation)
Instrument, Musical	5 sc	2	+2 Performance	Lock, Simple	40 sc	½	Can be opened with Lockpick 5+
Kit, Hacking	50 sc	5	+2 Knowledge (Computers) when attempting to override virtual locks	Lock, Complex	80 sc	½	Can be opened with Lockpick 8+
Kit, Lockpick	25 sc	½	+2 Lockpick	Medpack (10)	50 sc	1	+1 Trade Skill (Healing)
Kit, Robot Repair	30 sc	2	+2 Repair / Improve (Robots)	Power Light, Halo	1 sc	2	Illuminates Area 5 , holds 6 Weight of Battery
Kit, Trap	25 sc	1	Allows for Set Trap ability	Robot, Protocol	50 sc	50	+5 Languages
Power Light, Beam	12 sc	2	Illuminates Area 8x1 space in one direction, holds 6 Weight of Battery	Space Suit	50 sc	5	Allows a character to enter the vacuum of space
Rations (1 meal)	5 sc	1	Sustains a character for one meal	Stim, Hypoglobin	30 sc	1	Requires a vial. Restores 5♥
Rope, Synthetic (20 spaces)	1 sc	5	+2 Climb	Stim, “Lavose”	30 sc	1	Requires a vial. Grants +5★ to next attack only (maximum 5★ total)
Tac Belt	1 sc	½	Carrying capacity 10 Weight	Stim, “Neverweary”	30 sc	1	Requires a vial. Restores all ⚡
Tac Vest	2 sc	1	Carrying capacity 20 Weight	Thermal Imager	50 sc	2	+2 Trade Skill (Hunting)
Utilipack	5 sc	1	Carrying capacity of 50 Weight	Vial, Empty	3 sc	1	Carrying capacity of 1 Weight of a liquid

Equipment

Food, Drink & Lodging

Fantasy	Sci-fi	Cost	Weight	Description
FOOD & DRINK				
Ale	Synthahol	1 sc	1	Alcohol 4
Wine	Wine	10 sc	½	Alcohol 7
Honey Mead	Klangon Ale	10 sc	1	Alcohol 12
Bark Tea	Vultan Tea	1 sc	½	+1 Will Save
Bread, Loaf	Spiced Pastry	3 sc	1	Morsel 3
Pudding	Soylet Green	1 sc	1	Morsel 2, -1 Fortitude Save for 8 hours
Cheese, wedge	M.R.E.	4 sc	1	Recover 1⚡
Stew, Rabbit	Ionized Meat Casserole	4 sc	2	Morsel 2, +2 Reflex Save
LODGING				
Fantasy	Sci-fi	Cost	Time	Description
Floorspace near hearth	Cube, Small	10 sc	8 hours	Fortitude Save: If failed, lose 1⚡
Inn	Space Bunk	20 sc	16 hours	–
Private Room	Suite	30 sc	1 day	+1 Will Save for 8 hours

Common Equipment

As with the weaponry and armor tables above, common equipment table is a basic list of adventuring gear for sale commonly found at any merchant who sells such things. The equipment is divided into two tables: common fantasy equipment and common science-fiction equipment.

This should not be considered the complete list of items, but rather an example of the type of gear a game master can create for his or her own campaign. Equipment information in the above tables is as follows:

ITEM NAME describes the basic type of equipment it is considered to be.

COST is the amount of silver coins or space credits that must be spent to purchase the item.

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

ABILITY is the effects an item can achieve during game play.

Food, Drink & Lodging

Finding a place to stay a night or two, along with some basic provisions, can be easy or difficult depending on where the characters are adventuring. In medieval fantasy campaigns inns, pubs & eateries are common place in villages large and small. In a science-fiction campaign the abundance of such luxuries depends on how close an orbiting space station or inhabited planet lie.

Below is a list of common prices for basic provisions. The names are different depending on if the game is a fantasy or science-fiction adventure, but all other rules are identical.

Intoxicating Drinks (Optional)

At the GM's discretion, alcoholic beverages have the chance of intoxicating their drinker. Whenever a character drinks 1 weight of something with alcohol in it, they must make a fortitude save vs the drink's alcohol number, where the number equals the percent of alcohol in the drink. If they fail, they are intoxicated (see page XYZ for details on intoxication).

When a character consumes multiple drinks within a short period of time, the alcohol from all the drinks are combined together forming a new, higher, target number (TN) needed to pass the fortitude save. To do this, add all the alcohol numbers from every drink a character has consumed within a 1 hour time frame. This new number is the TN for the new fortitude save. FOR EXAMPLE, drinking a klangon ale and wine would mean a character would have to make a fortitude save of 19 or higher to not become intoxicated (12 + 7 = 19).

Meals & Morsels

Characters must eat food to stay healthy and fit. Food is divided into two types: morsels and meals. A meal consists of 1,000 calories. There are 5 morsels to 1 meal. Characters must eat certain amounts of food depending on their character size (depending on race or species).

Character Size & Eating

Character Size	Must Eat 1 Meal Every...
Small	12 hours
Medium	8 hours
Large	4 hours

If a character does not consume enough food, they must take 1 starvation counter for every eating interval they miss (see page XYZ for details on starvation).

Services

Whether looking for hired help to take out a goblin's lair, or looking for crew to accompany you on a space voyage, or looking for people to manage your estates, or even looking for someone to resurrect an ally; adventurers need the services of others.

Employees of adventurers come in three types:

1. Hirelings
2. Mercenaries
3. Specialists

Hired NPCs will ask for compensation based on one month increments for as long as they're hired, demanding 50% of the payment before they do any work.

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

Each hired NPC must have one player character designated as their "leader". In times of duress NPCs may make a **Morale Test** (see **Part 6: Combat & Encounters** on page XYZ for details on morale) against their leader's presence ability. If the character's presence isn't high enough, the hired NPC may attempt to run away, sabotage the expedition or threaten the player characters.

Hirelings

Hirelings are would-be adventurers willing to temporarily join a group for a single mission. Most hirelings experience in adventuring range from commoners to adventurers of the same level or less as their PC leader.

The cost for hirelings is different for each type, but the cost is always multiplied by the NPC's level. FOR EXAMPLE, a level 2 fighter would cost 540 sc per month ($270 \times 2 = 540$). Player characters will need to provide them with any equipment (weapons, armor, etc) and transportation before beginning their adventure.

Although hirelings do not usually get a share of any treasure found on a quest; they are counted as an additional player when splitting **Experience Points** (see page XYZ) amongst all players involved. In fact, hirelings can gain experience points and level over time.

Hireling Costs

Type and Level	Cost per Month
Commoner	50 sc
Fighter (Combat Talent)	270 sc x Level
Healer (Heal Talent)	200 sc x Level
Magician (Magic Talent)	550 sc x Level
Rogue (Subterfuge Talent)	160 sc x Level

Mercenaries

When characters need an entire army rather than just a few helpers, they can hire mercenaries. Mercenaries are trained troops that will work and fight for payment. The cost for mercenaries is different for each type, but the cost is always multiplied by the mercenaries' level. FOR EXAMPLE a militia costs 30 sc per month. If the militia was third level, the cost would be 90 sc a month ($30 \times 3 = 90$).

Mercenaries supply their own equipment, weaponry, armor and so on.

Mercenary Costs

Fantasy Type	Science-fiction Type	Cost/Month
Archer	Rifleman	150 sc x Level
Calvary, Heavy	Shock trooper, Heavy	600 sc x Level
Calvary, Light	Shock trooper, Light	300 sc x Level
Calvary, Medium	Shock Trooper, Medium	450 sc x Level
Crossbowman	Bounty Hunter	120 sc x Level
Footman, Heavy	Genetic Super Solider	90 sc x Level
Footman, Light	Enforcer	60 sc x Level
Horse Archer	Warfare Droid	450 sc x Level
Longbowman	Sniper, Longshot	300 sc x Level
Militiaman	Militiaman	30 sc x Level

Specialists

Specialists will not expose themselves to danger and do not usually accompany characters on their adventures. Like mercenaries, specialists supply their own equipment.

Equipment

Transportation

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

This should not be considered the complete list of transports, but rather an example of the type of transportation a game master can create for his or her own campaign. Transportation information in the tables below is as follows:

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

SPEED is the number of spaces the vehicle can travel in eight-hour increments (see page XYZ for more on movement).

CARRYING CAPACITY is the amount of weight it can carry before it moves at half its movement speed. Transports can carry up to a maximum of twice their listed carrying capacity. Crew does not count towards carrying capacity.

Animals pulling vehicles use the carrying capacity of the cart or wagon instead of their own carrying capacity. When pulling a vehicle, an animal moves at its normal speed when the vehicle is carrying up to its capacity and at half speed when the vehicle is carrying up to twice its capacity.

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

HEALTH POINTS is the measure of how much damage the vehicle or transport can take before being disabled or destroyed. When a transport is less than half of its maximum HP, it is considered **Disabled**. If the transport is less than or equal to 0 HP it is considered **Destroyed**. A disabled transport must be repaired to half or more of its maximum health points in order for it to function. A destroyed transport cannot be repaired.

COST is the amount in silver coins or space credits to purchase the transport. Some transports can only be rented, in which case they will be noted as such.

Using a Transport

Unless otherwise stated, a character must first succeed at a pilot / ride ability test then mount the animal or vehicle before riding it.

Specialist Costs

Fantasy Type	Science-fiction Type	Cost/Month
Animal Trainer	Alien Animal Keeper	500 sc
Armorer	Armorer	100 sc
Artillerist	Artillerist	750 sc
Bailiff	Repairman	5 sc
Blacksmith	Weaponsmith / Welder	25 sc
Castellan	Lieutenant	2,000 sc
Chamberlain	Waste Disposal	5 sc
Chaplain	Priest	500 sc
Chemist	Chemist	1,000 sc
Chief Magistrate	Arbiter	2,000 sc
Engineer	Engineer	750 sc
Equarry	Biologist / Botanist	5 sc
Guard Captain	Security Expert	4,000 sc
Herald	Ambassador / Spy	400 sc
Magist	Professor of Paraforce	3,000 sc
Marshal	Recruiter / Scout	5 sc
Provost	Tax Collector	5 sc
Reeve	Accountant	500 sc
Rower	Mechanic	2 sc
Sage	Historian	2,000 sc
Sailor	Starship Specialist	10 sc
Seneschal	Assistant	4,000 sc
Sheriff	Constable	5 sc
Ship's Captain	Starship Captain	250 sc
Ship's Navigator	Starship Navigator	150 sc
Spellcaster	Psionicist	Varies
Steward	Logistics Expert	1,000 sc
Warden	Warden	5 sc

A character must be riding or piloting a vehicle in order for it to function properly. If a character is killed or jumps from the transport, the transport will move half the speed it was traveling prior to the loss of control.

Each additional turn the vehicle or animal will move half the speed it was traveling the previous turn (rounded down) until it comes to a complete stop.

Equipment

Land Transportation

Fantasy Type	Science-fiction Type*	Speed**	Carrying Capacity	Defense	Health Points	Weight	Cost
Camel	Scouter	24	150	6	15	700	100 sc
Donkey or Mule	Griftercycle	16	100	4	7	400	20 sc
Horse, Draft	All-terrain Vehicle	16	225	7	15	775	40 sc
Horse, Riding	Hover Car	40	150	5	10	450	75 sc
Horse, War	Armored Personnel Carrier	20	200	8	20	775	250 sc
Oxen	Dune Buggy	20	150	3	7	680	30 sc
Pony	Speeder Bike	36	100	4	6	300	35 sc
Chariot	Modular Conveyor	–	150	5	5	100	50 sc
Cart (1 horse)	–	–	200	6	8	200	100 sc
Cart (2 horses)	Plasticoid Cargo Mover	–	400	6	8	250	150 sc
Wagon (2 horses)	–	–	750	7	10	450	200 sc
Wagon (4 horses)	Maglev Tug Trailer	–	1,250	7	10	500	250 sc
Saddle & Tack	–	–	10	–	–	15	25 sc
Saddle Bags	–	–	40	–	–	5	5 sc
Leather Barding	Soft Vehicle Armor	–	–	3	–	15	40 sc
Scale Barding	Grafted Steel Armor	–	–	5	–	30	150 sc
Chain Barding	Reinforced Ceramic Tile Armor	–	–	7	–	150	500 sc
Plate Barding	Duranium Alloy Armor	–	–	10	–	250	700 sc

*Science fiction vehicles travel x10 the speed listed , **Number of spaces every 8 hours on an overland map

Equipment

Water Transportation

Fantasy Type	Science-fiction Type	Speed**	Carrying Capacity	Minimum Crew	Defense	HP	Cost
Barque	Megabarge	144	1,000	20 crew	10	30	20,000 sc
Canoe, River	Water Ski	28	300	1 crew	5	8	50 sc
Canoe, Sea	Submersible Water Pod	28	300	1 crew	5	8	100 sc
Galley ¹	Hover Sail	144	500	10 crew, 60 row*	10	90	10,000 sc
Longship ¹	Holo Yacht	144	750	75 crew	10	70	15,000 sc
Passage	Aqua Monorail	–	300	–	–	–	1 sc/space
Passage, Airship	Luxury Liner	–	750	–	–	–	1 gc/space
Raft	Hydro Shuttle	20	500	–	5	8	100 sc
River Barge ¹	Undersea Skimmer	60	2,000	2 crew, 8 row*	5	30	4,000 sc
Rowing Boat	Amphibious Hydrofoil	28	50	–	5	30	1,000 sc
Skiff ¹	Hovercraft	112	1,000	1 crew	10	30	3,000 sc
Sloop ¹	Submarine	112	250	10 crew	15	150	5,000 sc
Trireme ¹	Proteus Destroyer	112	1,500	20 crew, 180 row*	15	110	30,000 sc
Troopship	Battleship	88	1,500	20 crew	15	200	30,000 sc

*Fantasy only, **Every 8 hours on an overland map, ¹Can be converted to an airship for an additional 200,000 sc

Air Transportation

Science-fiction Type	Speed	Carrying Capacity	Defense	HP	Weight	Cost
Atmoflyer	720	300	8	30	1,000	3,000 sc
Gravcar	360	250	8	20	800	2,000 sc
Gravtank	360	150	12	135	100,000	20,000 sc
Helicopter	520	300	6	15	700	2,500 sc
Hovercycle	360	100	4	10	300	500 sc
Strato Jet	920	300	9	90	4,000	4,000 sc

FOR EXAMPLE, an adventurer is driving a hover car when he is shot and killed by a distant sniper. The hover car was traveling 10 spaces each turn before the character was killed. On the next turn, it travels 5 spaces ($10 / 2 = 5$). On the third turn the hover car travels 2 spaces ($5 / 2 = 2$, rounded down). On the fourth turn the vehicle coasts 1 more space before coming to a full stop.

Note that in space vehicles do not decelerate unless a character engages its impulse engines to decelerate (see page XYZ). If unattended, an air-based vehicle will drop 1 vertical space every turn until it eventually lands or crashes.

A crashed or overturned transport will stop immediately.

Transport Speeds

The speed of transports is the maximum number of spaces the vehicle can travel in eight-hour increments (which is the longest period of continuous travel adventurers can endure before risking exhaustion). Divide this number by 8 to find the distance traveled in one hour. Note that the scale of the spaces will vary depending on the map used (see page XYZ for more on maps and spaces).

During combat, the number of spaces a transport moves during a turn must be converted from their overland speed. To convert a transport's overland speed to spaces per turn on a local map, divide the number by 4. Starships use the speed of their impulse engines during combat.

Moving a transport its per-turn speed requires a standard action for characters (see page XYZ for actions). Transports and vehicles can move backwards at half their forward speed (rounded down).

Characters can choose to slow down or accelerate a transport by 1 space as a standard action up to its maximum speed of twice the listed speed. Each turn an animal transport travels faster than its listed speed, it loses 1 stamina point. Transports can accelerate by 2 spaces per action changing speed. FOR EXAMPLE, a

hovercycle traveling at 23 spaces per turn could be slowed down to 19 spaces per turn if a character spends two standard actions decelerating the vehicle. Note that starship impulse engines have different acceleration and deceleration speeds (see page XYZ for more on impulse engines) and are an exception to this rule.

Transport Maneuvering

Adventurers can steer transports or vehicles as a full action during combat. A vehicle always moves a number of spaces equal to its current speed after the piloting or riding character's turn.

The turning radius of every vehicle is 45° from the current direction of travel, if using square grids. Vehicles maneuver 60° if using a hexagonal grid (see page XYZ for details on square and hex grids). FOR EXAMPLE, a longship piloted by a character is moving 30 spaces per turn. On the character's turn, they choose to steer the ship to their right. The ship turns 45° to the right (the longship is now facing diagonally from its previous direction of travel). At the end of the character's turn, the ship moves another 30 spaces in its new direction. The character continues to steer the ship to the right another 45° on their next turn (the vessel is now facing perpendicular to the longship's original direction). The ship moves another 30 spaces at the end of the pilot's turn.

Turning radius works in the same manner when navigating vertically, as in the case of air-based transports. A character can steer vertically and horizontally in the same full action.

Transport Collisions

If a transport collides with an object such as an adventurer or other vehicle, it deals damage equal to 1% of its weight (rounded down) for every 5 spaces per turn it is traveling. The transport itself suffers half the damage it inflicted. Characters can make a reflex save, with a success reducing the damage suffered by half. FOR EXAMPLE, a runaway two-horse wagon collides with an adventurer. The wagon was traveling at 10 spaces per turn and has a weight of 450. 1% of the wagon's weight (rounded down) is 4. Since the wagon's speed is 10, the weight of 4 is multiplied by 2 for a total of 8 damage. The character makes a reflex save and succeeds, reducing the damage the character suffers to 4. The wagon takes 4 damage.

If a transport collides with a small object that is able to be moved out of the way (rather than absorb all the energy from the collision), the GM may decide to reduce the number of damage inflicted by $\frac{1}{4}$ of the original damage instead and suffer no damage to the colliding transport.

Starships

Starships are complex machines capable of piloting adventurers across the galaxy and through the stars. Characters on starships can move around the vessel while it hurdles through space.

While in a starship, characters operate the different systems of the vessel. When in combat the ships themselves move across great expanses in an attempt to out maneuver, fire upon and defeat any attacking foes. See page XYZ for details on starship combat.

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

The eight primary systems are:

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

Starship Systems

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

A character must use a full-turn action to operate any system within a starship.

For rules purposes, each system is assumed to be 2,000 in weight.

BRIDGE / COCKPIT: A **Bridge** is where a character can steer the starship. In order for a spaceship to turn left, right, up or down, a character must be adjacent to the bridge and spend an action turning the craft. See page XYZ for details on transport maneuvering.

LIFE SUPPORT SYSTEM: A **Life Support System (LSS)** maintains oxygen flowing throughout the spacecraft. A broken or disabled life support system results in the loss of **Oxygen Points (OP)** throughout the entire ship at a rate of 1 point per turn. If the LSS is activated, it will increase the ship's oxygen points by 1 point per turn.

However, a **Breach** (see page XYZ) in the hull will result in the affected room to immediately drop to 0 OP. Any adjacent rooms with connecting open airlocks or doorways will suffer the same effect.

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

A life support system runs automatically and does not require a character to operate it. However, an adjacent character may spend an action to disable or enable an LSS.

SHIELD GENERATOR: For each **Shield Point** a starship has, it will deflect 1 attack (regardless of the number of damage that attack may inflict). Shield points are replenished at 1 point per turn that an adjacent character operates a **Shield Generator (SG)** system. FOR EXAMPLE, a shielding system that is missing 2 points would recover 1 shield point at the end of the turn a character operates the system. Another shield point would be recovered on the second turn if the character continued to operate it.

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

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

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

All FTL drives have a **Spool Number**. Immediately after an FTL Drive has stopped, it's spool number is 0. For each full-action an adjacent character spends operating an FTL drive, the drive's spool number will increase by 1 point. When an FTL drive's spool number at it's maximum, it can make a new jump.

IMPULSE ENGINE: The impulse engine is the propulsion used to move a starship when not in faster-than-light travel. **Impulse Engines (IE)** have three traits: Maneuverability, Speed and Carrying Capacity. Maneuverability is the number that determines how fast a starship can speed up or slow down, in spaces, per turn on a stellar map. FOR EXAMPLE, a motionless starship with an engine of maneuverability 3 could accelerate to a speed of 3 spaces per turn at the start of it's next turn. The following turn it could travel 6 spaces per turn (3 + 3 = 6). Likewise, the ship could slow down 3 spaces per turn. Starships in space don't slow down naturally; an adjacent character must spend a full-turn action operating the impulse engines in order to speed up, slow down or stop the ship!

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

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

WEAPONS CONTROL: "Weapons control" is a system that allows a character to fire weapons of differing types. Each ship only has one weapons control, but each weapons control can have one or more **Weapons Bays (WB)**. For each weapons bay a ship has, one weapon can be equipped to the starship for attack capabilities on the port, starboard, aft or bow of the spacecraft. For a weapon to

fire, an adjacent character must spend an action using the weapons control system.

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

Power generators work automatically and do not need any character to operate the system. However, if a character wants to re-route power from one system to another they must stand adjacent to the system and spend an action re-routing power.

HULL: The **Hull** represents a starship's overall toughness and ability to take damage. A hull has two values: **Armor**, which represents the amount of damage which is deflected when attacked, and **Integrity Points (IP)** which act as a starship's equivalent to a character's health points (see page XYZ about health points). A hull's armor functions the same as a character's armor during combat (see page XYZ for details about armor during combat). When a hull has 0 or less integrity points, the ship is destroyed and any characters on board are killed immediately.

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

Starship Upgrade Cost

Starship System	Outpost	Colony	Spaceport	Metropolis	City Planet
Bridge / Cockpit	2,400 sc	1,200 sc	600 sc	300 sc	150 sc
Life Support	–	2,000 sc	1,000 sc	500 sc	250 sc
Shield Generator	–	–	2,000 sc	1,000 sc	500 sc
FTL Drive	–	–	2,000 sc	1,000 sc	500 sc
Impulse Engine	–	–	1,000 sc	500 sc	250 sc
Weapons Control	–	2,800 sc	1,400 sc	700 sc	350 sc
Power Generator	–	1,600 sc	800 sc	400 sc	200 sc
Hull	8,000 sc	4,000 sc	2,000 sc	1,000 sc	500 sc
Rooms (1 space)	–	800 sc	400 sc	200 sc	100 sc

Equipment

Starship Upgrade Abilities

Upgrade Class	Bridge / Cockpit	Life Support	Shield Generator	FTL Drive
Class I	–	10 oxygen points	1 shield	Speed 24, Spool 10
Class II	+1 Defense	20 oxygen points	2 shields	Speed 28, Spool 9
Class III	+2 Defense	30 oxygen points	3 shields	Speed 32, Spool 8
Class IV	+3 Defense, Autopilot	40 oxygen points	4 shields	Speed 36, Spool 7
Class V	+4 Defense, Autopilot	50 oxygen points	5 shields	Speed 40, Spool 6

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

Upgrades & Construction

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

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

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

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

Characters may choose to expand their ship by adding more floor space. **Floor space may be purchased and installed for 50 sc for each Area 2 of space. Installment slots cost 500 sc for each slot.** For rules purposes, 1 space of starship flooring weighs 100 weight. Both flooring and installment slots can be constructed in any population size (outposts, colonies, etc.).

Starship Upgrade Abilities (Cont.)

Upgrade Class	Impulse Engine			Weapons Control	Power Generator	Hull	
	MANUEV.	SPEED	CARRY CAP.			ARMOR	INTEGRITY
Class I	3	4	20,000	1 Weapons Bay	8 Energy	15	300
Class II	4	5	40,000	2 Weapons Bays	10 Energy	20	350
Class III	5	6	60,000	3 Weapons Bays	12 Energy	25	400
Class IV	6	7	80,000	4 Weapons Bays	14 Energy	30	450
Class V	7	8	100,000	5 Weapons Bays	16 Energy	35	500

Starship Weaponry

Weapon	Cost	Damage	EP	Charge Time	Range	Abilities
Tetryon Beam Array	200 sc	45	1	9 turns	6	–
Photon Missiles*	380 sc	55	2	11 turns	5	Roll 2d6: On 2-3, Breach
Quantum Pulse Gun	500 sc	65	3	14 turns	4	Pierce 2 Shields
Interphase Laser Deck	800 sc	75	4	22 turns	7	Roll 2d6: On 2-3, Fire
Triphasic Torpedo*	700 sc	85	3	22 turns	6	–

Starship Construction Costs

Construction	Cost
Floor	50 sc x Area 2
Installment Slot	500 sc

Starship construction costs of 5,000 sc or more require the hiring of a starship specialist (see page XYZ for specialists).

Starship Weaponry

A weapon control system can host one or more weapons bays. For each weapons bays a starship has, it can install 1 weapon. A weapon is considered to always be facing in the bow (forward), starboard (right), aft (rear) or port (left) side of the starship, (relative to the direction it is traveling) depending on where the weapons bay is located.

A weapon can target anything within it's range number and within it's **Targeting Arc**. A weapon's targeting arc is the first space immediately in front of the weapon, then the 3 spaces one space away, followed by the 5 spaces two spaces out from the gun, and so on up to the weapon's range.

Individual weapons require a certain number of energy points to be used. The number of energy points is deducted from the power generator the same as any starship system. FOR EXAMPLE, 3 energy points not being used by a power generator could be used to activate a

quantum pulse gun, but not an interphase laser deck (which requires 4 energy points).

Some weapons have special abilities. The three common starship weapon abilities include:

1. Breach – May creates a breach (see page XYZ) in the targeted room resulting in the loss of oxygen and possibility of any occupants being sucked into space-faring
2. Pierce Shields – Neglects 1 or more shields when dealing damage
3. Fire – May create 1 or more fires in an empty space in the targeted room

Before a starship weapon can be used, it must be fully charged. Each weapon has an individual charge time that must elapse before the weapon is charged. Once a weapon is charged, it can be used. Immediately after it's use the weapon will need to charge again.

To use a starship weapon, the character using the weapon's control system must announce what they're targeting. If they're targeting a structure with rooms, they must specify which room they wish their weapons to fire upon. FOR EXAMPLE, an adventurer may choose to target the room of a starship that has the life support system. If that weapon had the possibility to cause fires, it would be possible the LSS could catch fire.

See page XYZ for details on starship combat.

Equipment

Strongholds & Hideouts

After characters have gained higher levels and accumulated a lot of wealth, they may choose to settle down or construct a stronghold or hideout. In fantasy genres, wealthy characters may build a church or temple, castle, great home or lodge, magician's tower or cavernous catacombs, among others. In a science-fiction genre, characters may build a space station, moon base, dyson sphere or stellar or terrestrial hideout on an undisclosed planet or asteroid.

Construction Time & Skill

Construction takes 1 day for ever 500 sc in total building costs, and requires 1 engineer to oversee the construction process for every 100,000 sc in total cost.

The price includes the cost of materials and unskilled or semi-skilled labor but does not include the costs of architects and engineers (see specialists on page XYZ).

When constructing, players should allow for wall thickness. Normal walls, such as from castles or planetary bunkers, are 2 spaces thick. Thinner walls such as tower gates or space station walls are 1 space thick.

Assumed heights for exterior walls and barricades are 10 spaces high, with interior rooms and corridors 5 spaces high. Structure heights that exceed the base width are double in costs. No structure can exceed twice its base width.

Construction Costs

The listed costs assume the structure is being built in a remote but not inaccessible region. If the building is constructed in an inhospitable or inaccessible area, the construction costs are doubled. If it's built in a well populated area, the costs are half the original price (rounded down).

Prices include digging into soil to a depth of 20 spaces. The overall costs are doubled for each additional 20 spaces dug to a maximum of 5 times the original cost of construction. Digging into rock doubles the digging costs.

Modest furnishings and equipment cost an additional 25% of the total costs for each type of furnishing or equipment. FOR EXAMPLE, a solar array, laboratory equipment and communications systems would increase the costs by 75% of the total cost ($25\% \times 3 = 75\%$).

Construction Finishings

Fantasy Item	Science-fiction Item	Defense	HP	Cost	Description
Arrow Slit	Gunner Port	—	—	10 sc	Angled window, volume $1\frac{1}{2} \times 1$, partial cover
Door, Wood	Door, Simple	6	10	10 sc	2 spaces tall, 1 space wide
Door, Reinforced	Door, Reinforced	8	25	20 sc	2 spaces tall, 1 space wide
Door (Iron or Stone)	Door, Blast	20	35	50 sc	2 spaces tall, 1 space wide
Floor, Wood	Floor, Duracrete	8	25	40 sc	Area 3
Floor, Flagstone	Floor, Textured Steel	9	25	100 sc	Area 3
Floor, Tile	Floor, Polished	9	25	100 sc	Area 3
Roof, Improved	Ceiling, Reinforced	9	25	100 sc	Area 3
Shifting Wall	Sliding Wall	14	25	1,000 sc	Volume $1 \times 3 \times 3$
Shutters, Window	Blast Shutters, Port	7	10	5 sc	—
Stairs, Wood	Stairs, Duracrete	8	30	20 sc	Area 3×1 , 3 space ascent
Stairs, Stone	Stairs, Steel	9	75	60 sc	Area 3×1 , 3 space ascent
Trap Door	Trap Hatch	12	10	100 sc	2 spaces tall, 1 space wide
Window, Open	Observation Port	22	—	10 sc	$1 \times \frac{1}{2} \times 1$
Window, Barred	Port, Sealed	25	—	20 sc	$1 \times \frac{1}{2} \times 1$

To make a feature secret (i.e. secret door) multiply cost of the finishing by 5

Construction Materials

Fantasy Item	Science-fiction Item	Defense	HP	Cost	Description
Barbican	Outpost	14	700	37,000 sc	Two towers (10x5) + gatehouse/spaceport + drawbridge/blast door
Battlement	Battlement	14	50	500 sc	Crenelated parapet 30 spaces long
Building, Wood	Structure, Duracrete	14	40	1,500 sc	10x10 wood/duracrete room with basic furnishings
Building, Stone	Structure, Steel	18	60	3,000 sc	10x10 stone/steel room with basic furnishings
Door, Exterior (Iron or Stone)	Airlock Door, Exterior	20	35	100 sc	Reinforced and locked (2x1)
Drawbridge	Blast Door	14	50	250 sc	Reinforced (3x6)
Dungeon Corridor	Corridor	–	–	500 sc	10x10x10 stone/steel floor and walls
Gate/Portcullis, Wooden	Type I force field	18	100	1,000 sc	Reinforced (2x1)
Gatehouse	Spaceport	14	550	6,500 sc	Stone/steel (6x6x10) with drawbridge/blast door and gate/force field
Keep, Square	Station	14	2,500	75,000 sc	Stone/steel (25x20x20)
Moat, Unfilled	Trench	–	–	400 sc	Ditch (3 spaces deep, 30 spaces long and 5 spaces wide)
Moat, Filled	Trench, ensnared	–	–	800 sc	Canal (3 spaces deep, 30 spaces long and 5 spaces wide)
Tower, Bastion	Tower, Defense	14	300	9,000 sc	Stone/steel, half-round (10x10x10)
Tower, Round Wide	Tower, Round Wide	14	350	30,000 sc	Wide stone/steel tower (10x10x10)
Tower, Round Narrow	Tower, Round Narrow	14	250	15,000 sc	Narrow stone/steel tower (5x5x10)
Wall, Castle	Wall, Bunker	14	500	5,000 sc	Stone/steel (5x2x30) with battlements & stairs
Wall, Wood	Wall, Duracrete	14	300	1,000 sc	Stockage/bastion (5x2x30) with walk & stairs

Prices include and assume interior walls, roofs, doors and stairs of standard wood/duracrete construction (Defense 10 and 15 HP for each)

Part IV: Magic

Magic is unseen arcane energies. A character can harness these mysterious powers in a formula designed to control the enigmatic energies. In fantasy campaigns magic is referred to as **Spells** while in science-fiction campaigns magic is referred to as **Psionics**. Though the names are different, the rules governing magic are largely the same between genres.

Spells

In medieval fantasy games there are four main types of spells: black magic, white magic, blue magic and green magic.

BLACK MAGIC is used to beckon demonic entities to do your bidding. Black magic is evoked through incantations and sacrificial séances to bribe the dark spirits to fight by your side.

WHITE MAGIC is used to hearken divine spirits (angels, gods, etc.) to help you in a time of need. White magic is used through prayers and devotions to ask for divine intervention in the name of your cause.

BLUE MAGIC is sorcery and wizardry that bends reality and creates arcane constructs that can be of usefulness. Blue magic is summoned through casting of spells and rituals to invoke powerful incarnations to assist you.

GREEN MAGIC is nature based spells used by druids, shamans 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 use of musical instruments) and dance to draw upon all living things in the area.

Some rare forms of magic are **Colorless Magic** or even **Multicolored Magic** (made up of two or more colors of magic).

Psionics

In Science-fiction based adventure games, some characters can use the paranormal powers of **Psionics**. Psions use the power of the mind to perform supernatural abilities such as telekinesis, telepathy and more. Psionic powers can be used by a character 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 SIDE psionics look outwardly towards everyone's better nature, using altruism, charity, humility, mental discipline and healing to achieve an end result that is best for everyone.

DARK SIDE psionics look inwardly to one's selfishness,

anger, fear and violent nature to achieve great power and dominate anything that stands in its way.

Understanding Magic

When creating a character, if 1 or more points were put into the **Magic** primary trait, that character can harness magical powers.

Mana/Psi Points

Whenever a character uses magical spells they must expend **Mana Points (MP)** to do so. Likewise characters using psionics must expend **Psi Points (PSI)**. Characters start off with a number of mana or psi points equal to the number of points in their magic primary trait. **FOR EXAMPLE**, a character with a magic trait of 3 would have any combination of mana or psi points up to a total of 3 to use casting spells or conjuring psionics.

Anytime a character uses one or more MP/PSI, that point is gone and will not replenish again until the casting character has rested undisturbed for 8 consecutive hours. Any unused mana/psi points are saved through the next day, but at no point can a character have more than 10 mana or psi points total.

There are different types of mana and psi available to a player when first creating their character. In a fantasy adventure the four types of mana are ☾ **Black Mana**, ⚙️ **White Mana**, ♠️ **Blue Mana** and ♣️ **Green Mana**. If a character is using psionics, there are only two psi types: ○ **Light Psi** and ● **Dark Psi**.

Players must choose what type or types of mana/psi they want their character to harness when first creating their character. They may choose as many MP/PSI as their magic trait number. Of those points, they can be any combination of mana or psi types as is appropriate for the style of adventure the game master has constructed. **FOR EXAMPLE**, a character with magic 5 could choose 3 green mana points and 2 white mana points. If the character was using psionics they could choose 2 dark psi points and 3 light psi points.

Spell & Psionic Types

Once a character has determined how many mana/psi points their character receives, and of what type, they can begin browsing the spells or psionics available to them. Each spell or psionic type corresponds with the mana or psi type of the same type name.

Magic

Magic Tiers & Caster Level

Magic Tier	Minimum Level Needed
Tier 1	Level 1
Tier 2	Level 2
Tier 3	Level 3
Tier 4	Level 4
Tier 5	Level 5

Spells & psionics are divided by type (blue, white, dark, light, etc.) as well as a **Tier** leveling. Tier 1 magic can only be used by level 1 or higher characters. Tier 2 magic can only be used by level 2 characters or higher and so on.

Every spell and psi requires the character using the power, known as a **Caster**, to speak certain words and/or use special gestures in which to use the magic. FOR EXAMPLE, green magic requires the singing of songs, playing of musical instruments and/or dancing in order to use the magic. Because of this, if a character's hands were bound or their mouth gagged, they would be unable to use their magic. Similarly, because magic requires immense concentration, a character can do little else while casting a magic spell or psi power.

Saving vs Magic

The victim of a spell or psi used during combat for attack may be able to avoid or lessen the effects of the magic being cast by making a successful Save (see page XYZ). A save (whether it be fortitude, reflex or will) represents the characters ability to avoid or resist the effects of the spell or psi through physical resistance, fast reflexes or superior mental discipline.

The victim of a spell may only attempt to save if the spell specifically allows for the opportunity. If a character succeeds at their save attempt, the spell may have a different effect. Most spells and psis, however, have the amount of damage inflicted reduced to ½ normal damage (rounded down) or the spell has no effect at all.

Magic Details

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

TYPE: "Type" refers to whether the spell or psi is black magic, white magic, blue magic, green magic, light magic or dark magic. A caster can only cast a spell or psi of the same type as the mana they have available to them. FOR EXAMPLE, a character with all dark psi points could not use light magic unless he or she somehow received a light psi point to expend.

Some rare forms of magic may have no "type" associated with it. These are referred to as **Colorless Magic**. Colorless magic can be cast by spending mana or psi of any type to use it. Other uncommon forms of magic may require two or more different types of mana to be spent in order for it to be cast. These types of magic are known as **Multicolored Magic**. In order to cast a multicolored spell or psionic, a character must spend the correct number of each type of mana of the magic's **Mana Cost** (see below).

MANA/PSI COST: "Mana cost" or "Psi Cost" refers to how many, and what type, of mana or psi points must be spent to cast the spell or psionic. Tier 1 magic costs 1 MP or PSI. Tier 2 magic costs 2 MP or PSI and so on.

Magic Tiers & Mana/Psi Cost

Magic Tier	Mana/Psi Cost
Tier 1	1 Mana/Psi
Tier 2	2 Mana/Psi
Tier 3	3 Mana/Psi
Tier 4	4 Mana/Psi
Tier 5	5 Mana/Psi

RANGE: "Range" is the maximum number of spaces a magic spell or psi can reach. FOR EXAMPLE, magic with range 5 could target anything within five spaces of it's caster. A spell can be cast any distance up to it's maximum range.

A range of "touch" means the magic will only work on who (or what) the caster touches as they cast the magic. Touch magic has a range of 0, for rules purposes.

CAST TIME: "Cast time" is the amount of time it takes for a caster to actually use the spell or psi. Cast time will be a number in seconds, turns (of 6 second intervals) or rounds (of 10 turns). A spell or psi is not cast until it's full cast time has elapsed.

DURATION: "Duration" is the amount of time the spell will last before it's effects end. Duration will be a number in seconds, turns (of 6 second intervals), rounds (of 10 turns), hours (of 60 rounds) or even days (each of 24 hours). Some magic has a duration of "Permanent" meaning the effect will last forever unless disrupted somehow.

The following section lists all the magic available to players. The list is sorted first by magic type and tier number then in more detail alphabetically. This list should not be considered exhaustive but instead a sample of the types of spells and psionics a game master can make for his or her own campaign.

☾ Black Magic

Tier 1 Black Magic

Inflict Wounds – ☾ Touch spell that deals damage to an adjacent character.

Fear – ☾ Target humanoid flees in fear temporarily.

Death Ward – ☾ Creates a ward that reduces will saves to any foes inside area, and inflicts stamina damage.

Cold Light – ☾ Creates a small orb of light.

Sense Undead – ☾ Sense the direction to the nearest undead.

Tier 2 Black Magic

Reanimate – ☾☾ Reanimates a dead body to serve and fight for the caster.

Circle of Protection vs White Magic – ☾☾ Increase saves vs white magic spells.

Sicken – ☾☾ Touch spell that causes disease damage over time.

Darkness – ☾☾ Submerge an area into complete darkness.

Stink Cloud – ☾☾ Summons a cloud that causes nausea to anyone who enters.

Tier 3 Black Magic

Voice Graft – ☾☾☾ Allows caster to speak through a reanimated dead body.

Medium – ☾☾☾ Caster can speak with undead.

Ghostly Sound – ☾☾☾ Caster can throw their voice at a distance.

Invisibility to Undead – ☾☾☾ Caster becomes invisible to undead.

Reclaim Energy – ☾☾☾ Unsummon reanimated undead for mana points.

Tier 4 Black Magic

Sight Graft – ☾☾☾ Allows caster to see through the eyes of a reanimated dead body.

Poltergeist – ☾☾☾ Inflict bleed onto target character.

Giant Vermin – ☾☾☾ Makes target insect, spider or vermin giant-sized.

Dark Pact – ☾☾☾ Convert HP into ☾.

Sinister Strength – ☾☾☾ Provides attack bonus to target character that deals the killing blow to a foe.

Tier 5 Black Magic

Vampiric Lifetap – ☾☾☾☾ Transfers health points from target character to caster.

Cause Blindness/Deafness – ☾☾☾☾ Target character becomes blind or deaf.

Mend Bones – ☾☾☾☾ Heals reanimated dead bodies.

Shadow Sight – ☾☾☾☾ Caster gains darkvision.

Spectral Sword – ☾☾☾☾ Summons a spectral sword temporarily.

☼ White Magic

Tier 1 White Magic

Cure Wounds – ☼ Touch spell that restores health points to an adjacent character.

Bless – ☼ Purifies and makes holy food or water.

Divine Intervention – ☼ Target character gets a bonus to all saves.

God's Light – ☼ Engulf an area in pure light.

Smite – ☼ Deals divine damage to target character.

Tier 2 White Magic

Charm – ☼☼ Target character becomes friendly towards caster.

Martyrdom – ☼☼ Caster suffers damage instead of target character.


Cure Blindness/Deafness – ☼☼ Cures a character of blindness or deafness.

Repel Vermin – ☼☼ Insects, spiders and vermin may flee in fear from caster.


Sanctuary Ward – ☼☼ Creates an alarm that will signal whenever something enters into it.

Magic


Tier 3 White Magic

Commune –  Caster can ask a deity a yes/no question.


Invigorate –  Restores stamina points.

Cure Paralysis –  Cures a character of paralysis.

Benevolence –  Bonus defense temporarily.

Circle of Protection vs Black –  Increase saves vs black magic and inflicts stamina damage to undead.


Tier 4 White Magic

Scrying –  Caster can keep a watch on target character temporarily.

Cure Poison –  Cures some types of poison.

Water Walk –  Caster can walk on water temporarily.

Haste –  Bonus actions temporarily.

Wind Wall –  Creates a wall of wind that ranged attacks and poisonous gases.

Tier 5 White Magic

Divine Aura –  Invulnerability granted onto a character temporarily.

Hand of God –  Summons a large floating hand that can attack characters.


Resurrection –  Brings a dead character back to life.


Spectral Shield –  Summons a spectral shield temporarily.


Divine Purpose –  Target character can recover health points at the cost of mana.


Blue Magic


Tier 1 Blue Magic

Frost Bolt –  Caster shoots a bolt of frost fire at target character.


Silent Sphere –  Caster creates an area that is devoid of all sound.


Detect Magic –  Caster can sense the direction of magic as well as if something is magical.


Grease –  Caster summons grease for an area making it slippery.


Expeditious Retreat –  Caster doubles their normal movement temporarily.


Tier 2 Blue Magic

Summon Elemental –  Summons an elemental creature to find for the caster.


Magic Missile –  Shoot a powerful missile of magic.


Hold Portal –  Holds a door or chest closed temporarily.

***Animate Rope** –  Caster can magically animate and move around a rope.


Shrink Size –  Reduces the size of a humanoid character or object to half it's normal size.


Tier 3 Blue Magic

Enlarge Person –  Target humanoid character grows to be twice it's normal size.


Sleep –  Characters in an area fall asleep temporarily.

Summon Food/Drink –  Caster summons food and drink suitable for eating.

See Invisible –  Caster can see invisible humanoids or objects.

Counterspell –  Cancel magic being cast or a spell already in effect. Does not effect psionics.

Tier 4 Blue Magic

Floating Disc –  Summon a floating disc that can be used to ride or transport items.

Water Breathing –  Caster can breath underwater temporarily.

Transmute Water –  Change ice to water or water to ice.

Polymorph Other –  Turns target character into a harmless animal.

Restraining Ward –  Creates a ward that slows anyone who enters it.

Tier 5 Blue Magic

Chain Lightning –  Deals shock damage to target character.

***Astral Arrow** –  Summons an astral bow and arrow.

Teleport Self – 000000 Caster can teleport a distance away.

Tongues – 010000 Caster can speak any language temporarily.

Permanence – 000000 Can make almost any spell permanent.

🌿 Green Magic

Tier 1 Green Magic

Speak with Animals – 🌿 Caster can speak with an animal character.

Dance of the Fireflies – 🌿 Summons illuminating fireflies that the caster can control.

Sense Animal – 🌿 Caster can sense the direction to the nearest animal.

Panic Animal – 🌿 Caster can instill fear into a nearby animal.

Longstrider – 🌿 Movement speed is increased for caster over a long period of time.

Tier 2 Green Magic

***Animal Friendship** – 🌿🌿 Caster makes an animal their friend.

Control Weather – 🌿🌿 Caster controls local weather temporarily.

Plant Growth – 🌿🌿 Summons a plant wall.

Owl's Wisdom – 01🌿 Bonus to all skills.

Endure Elements – 🌿🌿 Caster gains a bonus to save vs hot and cold.

Tier 3 Green Magic

Quickening – 01🌿🌿 Bonus actions for animal pet.

Rejuvenation – 🌿🌿🌿 Heals a pet animal.

Whirling Wind – 01🌿🌿 Summons a small tornado.

Warp Wood – 🌿🌿🌿 Caster can bend nearby wood and break wooden weapons.

Spider Climb – 01🌿🌿 Target character gains a bonus to climb ability.

Tier 4 Green Magic

Invisibility – 01🌿🌿🌿 Caster becomes invisible in wilderness terrain or to animals.

Teleport Other – 01🌿🌿🌿 Teleports target character (other than caster) to a distant location.

Spirit of the Scorpion – 01🌿🌿🌿 Enchanted weapon inflicts poison damage temporarily.

Thorn Ward – 01🌿🌿🌿 Ward that deals damage to anyone who moves through it.

Summon Swarm – 01🌿🌿🌿 Summons a swarm of insects, spiders, birds or vermin.

Tier 5 Green Magic

Enlarge Animal – 01🌿🌿🌿🌿 Makes an animal pet grow to twice it's normal size.

Polymorph Self – 🌿🌿🌿🌿🌿 Caster turns into an animal or object of their choice.

***Astral Mount** – 01🌿🌿🌿🌿 Summons an astral mount that will fight for and transport the caster.

Transmute Rock – 01🌿🌿🌿 Turns rock into mud or mud into rock.

Nature's Recovery – 🌿🌿🌿🌿🌿 Speeds up mana recovery temporarily.

○ Light Psionics

Tier 1 Light Psionics

Concentration – ○ Bonus to will saves and next ability test.

Reduce Injury – ○ Caster ignores some damage received.

Magnify Senses – ○ Caster gains bonus to perception temporarily.

Tier 2 Light Psionics

***Aspect** – ○○ Caster receives bonus to charisma temporarily.

Remain Conscious – 01○ A condition targeting the caster is canceled.

***Antipsi** – ○○ Cancels a psionic being cast or makes an area immune to psionics.

Magic

Tier 3 Light Psionics

Clairsentience – ●●● Caster can sense direction and distance to nearest life-form and determine information about the living creatures.

Form Construct – ●●● Caster creates and controls a constructed monster made from floating debris and refuse.

Postcognition – ●●● Caster can “see” into the past regarding a person, place or thing.

Tier 4 Light Psionics

Send Telepathy – ●●●● Caster can send messages remotely to other characters.

***Accelerated Healing** – ●●●● Caster's natural healing process is sped-up.

Clairvoyance – ●●●● Caster can “see” far away places.

Tier 5 Light Psionics

Medium – ●●●●● Caster can telepathically communicate with the dead.

● Dark Psionics

Tier 1 Dark Psionics

Cryo/Pyrokinesis – ● Caster inflicts cold or fire damage.

Control Pain – ● Bonus to maximum stamina and slows poison effects.

Mind Illusion – ● Caster changes perception, alters memories or misleads target character.

Tier 2 Dark Psionics

Mind Over Matter – ●● Caster causes earthquake damage

Combat Sense – ●● Caster gains dodge temporarily (in addition to any other actions).

Sense Object – ●● Caster determines direction or distance to known object or type of objects.

Tier 3 Dark Psionics

Sense Psionics – ●●● Caster can sense if psionics are being used in an area, as well as information about the powers used.

Stop Heart – ●●● Psionic direct damage to target character.

Surge Psi – ●●● Caster can sense electricity, gains a bonus to manipulating electronics and can harness electricity to fire lightening bolts.

Tier 4 Dark Psionics

Receive Telepathy – ●●●● Caster can read minds of others and sift through memories.

***Astral Projection** – ●●●● Caster creates a psionic ghost image of themselves which can move around and manipulate objects.

Psionic Vampirism – ●●●● Caster transfers damage sustained to themselves to another character.

Tier 5 Dark Psionics

Mind Swap – ●●●●● Caster switches minds with target character.

○○ Multicolored Psionics

***Absorb Energy** – ○● Bonus to saves vs heat, cold and radiation. Bonus defense vs energy-based attacks.

Empty Mind – ○●● Caster gains temporary immunity from psionics and regains psi points over time.

Hibernate Self – ○●●● Caster enters into hibernation and can survive with no air, water or rations for extended period of time. Caster feigns death.

● Colorless Psionics

Telekinesis – ●● Caster levitate or move objects with their mind.

Deflect Psi – ●●● The target of a psionic is changed to a new target of caster's choosing.

Precognition – ●●●● Caster can sense into the future.

Alphabetical Magic Listing

ABSORB ENERGY

Type: Light Psionic
 Range: Caster
 Mana Cost: ○●
 Cast Time: 1 standard action (3 seconds)
 Duration: 1 turn

Gain +3 Will Save vs Cold, Heat or Radiation damage until end of spell.

Gain +3 Defense vs energy damage (i.e. blaster pistols) until end of spell.

2○: +2 Will Save vs Cold, Heat and Radiation until end of spell

ACCELERATED HEALING

Type: Light Psionic
 Range: Caster
 Mana Cost: ○○○○
 Cast Time: 1 minute
 Duration: 1 day

Recover +1d6♥ every 12 hours.

○⚡: Reduce healing interval by -3 hours

○3⚡: Change the target of Accelerated Healing to a different character

ANIMAL FRIENDSHIP

Type: Green Spell
 Range: 3 spaces
 Mana Cost: ●●
 Cast Time: 1 standard action (3 seconds)
 Duration: See below

Target animal makes a Will Save: If failed, it believes you are a trusted friend and will obey and fight for you until end of spell. The animal will not harm itself or anyone it trusts.

Once a day, the animal makes a Will Save: if successful, the spell ends.

2●: -2 to targeted animal's Will Save

ANIMATE ROPE

Type: Blue Spell
 Range: 3 spaces
 Mana Cost: ●●
 Cast Time: 1 standard action (3 seconds)
 Duration: 5 minutes

Target rope or chain becomes magically animated and obeys simple commands until end of spell. The rope or chain can perform 2 actions per turn.

2♠: Animate +1 target rope or chain

ANTIPSI

Type: Light Psionic
 Range: 6 spaces
 Mana Cost: ○○
 Cast Time: 1 full action (1 turn)
 Duration: 1 minute

Cancel target psionic magic being cast (but not yet resolved).

○○: Remove all psionic magic within a Volume 5 space. Psionic items with permanent psi magic will lose their abilities until end of spell

ASPECT

Type: Light Psionic
 Range: Caster
 Mana Cost: ○○
 Cast Time: 1 full action (1 turn)
 Duration: 1 hour

You radiate a charismatic aura. Gain +3 to Charisma until end of spell.

○⚡: +1 Charisma

Magic

ASTRAL ARROW

Type: Blue Magic
Range: Caster
Mana Cost: 
Cast Time: 1 full action (1 turn)
Duration: 1 Day


Summon an epic bow & arrow capable of great destruction. The weapon only has 3 arrows of which disappear after use or at end of spell, whichever comes first.

Astral Arrow

Astral Arrow ignores all characters for LOS purposes


All attacks made by Astral Arrow are Aimed and have +2★

Damage: 7	Range: 10
-----------	-----------

★: Stun

★: +1 Range


ASTRAL MOUNT

Type: Green Magic
Range: 3 spaces
Mana Cost: 
Cast Time: 1 full action (1 turn)
Duration: 5 Hours

You summon a creature until end of spell.

: Summons a

ASTRAL PROJECTION

Type: Dark Psionic
Range: Caster
Mana Cost: 
Cast Time: 2 full actions (2 turns)
Duration: 5 minutes

“Astral Projection” is the ability to send your mind (or soul) out of your body in an invisible ghost-like apparition.

Your projection has primary traits equal to your magic trait and can move a normal speed of 6 spaces per turn. Your projection cannot hold or wear anything (including

weapons and armor). The projection is incorporeal allowing it to walk through walls, doors, etc. but can be harmed by and cause harm to (such as from attacks) living creatures.

While using Astral Projection, you cannot perform any actions other than concentrating on the psionic.

If you stop concentrating (such as from being attacked) or perform another action or if the projection's HP reaches 0 or less, Astral Projection ends immediately.

: Duration of Astral Projection is extended +2 minutes

: Astral Projection recovers +1♥

THIS SECTION IS STILL UNDER DEVELOPMENT

ASTRAL SHIELD

Type: Blue Magic
Range: Caster
Mana Cost: 
Cast Time: 1 full action (1 turn)
Duration: 1 Day


Summon an epic bow & arrow capable of great destruction. The weapon only has 3 arrows of which disappear after use or at end of spell, whichever comes first.

Astral Arrow

Astral Arrow ignores all characters for LOS purposes

All attacks made by Astral Arrow are Aimed and have +2★

Damage: 7	Range: 10
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★: Stun

★: +1 Range

ASTRAL SWORD

Type: Light Psionic

Range: Caster

Mana Cost: ∞

Cast Time: 1 full action (1 turn)

Duration: 1 hour

You radiate a charismatic aura. Gain +3 to Charisma until end of spell.

Astral Arrow

Astral Arrow ignores all characters for LOS purposes

All attacks made by Astral Arrow are Aimed and have +2★

Damage: 7

Range: 10

♠★: Stun

★: +1 Range

Part V: The Adventure

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

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

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

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

Party Size & Composition

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

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

It is smart to have a variety of talents, spells/psionics, strengths and weaknesses amongst the individual adventurers to gain the benefits that each character provides. Characters who are primarily fighters or warriors offer protection from dangerous foes. Characters who are sneaky and can go unseen can reach areas other less-dexterous characters may not. Magic wielding characters who harness the power of spells and/or psionics bring to the party a potent combination of tricks and abilities. Characters who focus on helping, as well as healing, their fellow comrades in arms will be

welcomed to any party that finds themselves surrounded by dangerous things.

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

Organizing a Party

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

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

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

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

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

THE MAPPER: One player should draw a map of the surrounding area that the characters search, as they explore it. This player is referred to as **The Mapper**. Maps are drawn to help the players visualize the area the characters have explored and provide a record of direction and details on the sections previously searched. A good mapper should listen carefully to the descriptions the GM provides to draw a good representation of the area.

The Adventure

Pay close attention to proper direction, shape and size of rooms and corridors. It's also a smart idea to make a note of any traps, foes or unusual features encountered. A proper map is always easy to read and understand.

Maps & Spaces

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

Map Types

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

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

- Local Map
- Overland Map
- Stellar Map
- Astronomical Map

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

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

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

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

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

Unless stated otherwise, local maps are the default map used when players are moving around a local area. Because of this, spaces typically measure 1 meter in length unless using a different map type or stated otherwise.

Distance, Area & Volume

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

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

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

Time

For the characters, time is not measured in the real time of the players around the gaming table. Time may pass faster or slower in the game world, even to the extent of the GM's mentioning, for example, "a month passes."

The GM normally records the passage of time, but a few GMs delegate keeping track of time to a particularly trustworthy player. Measuring time can be important for

many reasons; torches burn down to useless stubs, food is consumed, and wounded characters heal damage as they rest.

Game time is divided into different speeds then real time. There are four distinct time intervals:

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

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

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

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

A **Day** is typically thought of in three stages.

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

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

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

Time Measurements

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

Movement

In OPEN ADVENTURE, movement represents how many spaces a character can move. The number of spaces a character can travel is effected by four factors:

1. Time Interval (tactical, vigilance, exploration or extended). See page XYZ.
2. Map Type (local, overland, stellar or astronomical). See page XYZ.
3. Number of movement points assigned to the character, transport or vehicle.
4. Terrain types and their movement point costs.

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

Each time interval offers characters a different number of movement points. Turns, minutes and rounds are always played on local maps while hours are always played on overland maps. However, space-faring craft such as starships are used, they always play out turns on stellar maps and travel over hours on an astronomical map instead of an overland map.

Time Intervals and Movement Points

Interval	Character Movement Points
Tactical (1 Turn)	6
Vigilance (1 Minute)	12
Exploration (1 Round)	500
Extended (1 Hour)	3,000

During tactical time, a character can move 6 spaces in 1 turn as a single action. During vigilance time, a character can move up to 12 spaces in 1 minute. During exploration time, a character has 500 movement points they can spend. During extended time, a character may travel 3 spaces (on an overland map) per hour. After 8 hours of traveling (or 24 spaces on an overland map) the party risks exhaustion unless they stop to rest. The number of movement points listed for extended time is how many spaces the character, vehicle or transport can travel in eight hours.

Characters, vehicles and other transports (such as a horse or camel) will have different speeds represented by a number of movement points. Each speed of a transport is listed for either tactical or extended time on a local or overland map, respectively. Starships use stellar and astronomical maps in place of local or overland maps, respectively.

The Adventure

To determine how many spaces a character may move in 1 turn, divide the number of spaces they can move in an eight-hour interval by 4. FOR EXAMPLE, a riding horse can move 40 spaces in eight hours. Dividing that number by 4 reveals the horse can move 10 spaces in 1 turn ($40 / 4 = 10$). Reversely, the number of spaces a character can move over eight hours (on an overland map) can be found by multiplying their per-turn movement points by 4.

To find the number of MV a character or transport can spend per 1 minute of vigilance time, multiply their turn speed by 2. FOR EXAMPLE, a raft can travel 5 spaces per turn. By multiplying this number by 2, it is revealed a raft can move 10 spaces per minute.

Dividing a character's overland movement speed by 8 will give the number of spaces it moves per hour of travel. FOR EXAMPLE, a holo yacht has 144 movement points for eight hours of travel. Dividing this number by 8 to determine the holo yacht travels 18 spaces per hour.

To find the number of MV a character or transport can spend per round during exploration time, divide the character's per-hour movement points by 6, then multiply by 1,000.

For starships, the differences between stellar and astronomical maps is so vast, the speeds are practically unconvertible. Starships use FTL drives to travel across astronomical maps and impulse engines to steer around stellar maps.

Different terrain types cost a different number of MV. Terrain is usually thought of as either easy terrain, moderate terrain or difficult terrain. Easy terrain costs 1 movement point, moderate terrain costs 2 movement points and difficult terrain costs 3 movement points.

In overland, stellar and astronomical maps there is an different set of terrains, each costing a certain amount of movement points.

Find the number of spaces a character can move then subtract the number of MV required to enter the terrain type listed. A character must spend the MV before entering the space.

Note the optional weather rules on page XYZ can affect the distance a character can travel.

Resting

Resting is an important part of any character's life. To be considered resting, a character cannot engage in any strenuous activities (such as combat) or lift anything heavier than 20 weight.

Breaks from Traveling

For every 8 hours spent traveling, characters must rest for

Terrain Movement Point Cost

Terrain	MV Cost
LOCAL MAP	
Ground / Floor	1
Water / Ice	3
Cliff Face	3
OVERLAND MAP	
Trail / Highway	1
Ocean / Sea	1/6*
River / Lake	1/5*
Swamp / Marsh	4
Jungle / Rain Forest	4
Forest	3
Plains / Grassland	2
Desert / Wasteland	3
Canyon / Cliffs	5
Hill	3
Mountain	4
Snow	3
Glacier / Ice	4
STELLAR MAP	
Space	1
Gas Cloud	2
Solar Winds	2
Asteroid Belt	3
ASTRONOMICAL MAP	
Space	1
Nebula	2
Asteroid Belt	3
Gravity Well	5

***If in a watercraft use the first number, otherwise use the second**

16 back-to-back hours. If they do not (such as to continue marching), they must succeed at a will save every additional hour of travel. If they fail the will save, they suffer 1 exhaustion counter (see page XYZ).

For every six days of continued travel, adventurers must rest for 1 complete day (24 consecutive hours) or receive 1 exhaustion counter for every 8 hours of continued travel.

Sleeping

Adventurers must sleep for 8 uninterrupted hours every day (24 hours). After sleeping this way, adventurers naturally recover 1 HP and all stamina points per day.

If a character does not sleep, they must succeed at a will save every additional hour they are awake or suffer 1 exhaustion counter (see page XYZ).

Catching Breath

Sometimes adventurers need to stop and rest for a while before continuing on their quest. For every round a character rests, they recover 1 stamina point.

Weight & Encumbrance (Optional)

Having the right tool for the right task can mean the difference between life and death in a dungeon complex or alien world.

Players may be tempted to load their characters with too much gear, burdening movement and restricting their fighting capability. Naturally, there is a limit to how much an adventurer can reasonably carry. A character weighted down with every conceivable piece of equipment will soon find that it is best to be selective in choosing how much to carry. **Encumbrance** is the amount of burden a character suffers from their gear's weight and bulkiness.

All weapons, armor, items, etc. have a **Weight** number representing their difficulty to carry. For rules purposes, 1 weight equals 1 kilogram. 100 coins (both silver and gold) or credits (both system and galactic) amount to 1 weight.

In OPEN ADVENTURE there are two rules handling the effects of encumbrance:

1. Adventurers can carry a maximum weight in weapons, armor, gear, etc. on their backs equal to their strength multiplied by 10. FOR EXAMPLE, a character with strength 5 could carry no more than 50 weight in equipment.
2. Characters suffer 1 encumbrance counter for every STR x 2 weight they carry. FOR EXAMPLE, a character with strength of 3 would suffer 1 encumbrance counter for every 6 weight carried. For each encumbrance counter, a character loses 1 movement point (see page XYZ for movement details).

For rules purposes, adventurers are considered able to lift up to a maximum of STR x 20 in weight. Characters can push or pull a maximum of STR x 40 weight.

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

Gravity (Optional)

In science-fiction adventures, some planets or moons will have varying levels of gravity. Gravity effects encumbrance and damage suffered from falling. There are seven common gravity levels.

Multiply the gravity's effect with the amount of weight a character is carrying.

Similarly multiply the gravity's effect with the amount of damage sustained from falling. If the speed at which a character is falling needs to be determined, multiply the speed with the gravity's effect as well.

Gravity Levels

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

*Multiply the effect with weight and fall damage

Falling

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

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

Crushing Objects

Heavy objects falling on top of an adventurer are sure to deal a lot of damage.

Falling objects deal damage equal to their weight to any unfortunate suspects. If the object falls less than 3 spaces, it deals half damage. Characters who succeed at a reflex save can reduce the damage suffered by one-half. FOR EXAMPLE, a 10-weight object falls 2 spaces and hits a character. Since the object fell less-than 3 spaces, the damage dealt is reduced by half (5). The character makes a reflex save and succeeds, further reducing the damage by half (rounded down) to a total of 2 damage.

The Adventure

Gravity will increase or decrease the weight of a falling object by its effect (see page XYZ).

Light & Vision

Illumination

Most dungeons and abandoned space outposts are dark making it necessary for characters to bring a portable light source with them. A light source such as a torch or chem light will illuminate an Area 5 (a 5x5 spaced area) and last 1 round (10 minutes).

There are three types of illumination that characters can have to deal with throughout their quests:

- Full Illumination – Well lit area similar to day or artificial light
- Partial Illumination – Any character in a partially illuminated space have **Partial Blindness** (see page XYZ). Partially illuminated spaces always have **Partial Cover** (see Line of Sight on page XYZ)
- No Illumination – Characters are considered **Blind** (see page XYZ for more on Conditions)

Portable light sources provide full illumination, but any adventurers outside the illuminated area are considered to be in no illumination and suffer from the blind condition until they move into a better lit area (see page XYZ for more on blindness and conditions).

Line of Sight

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

For a character to have LOS to a target, the game master must be able to draw an uninterrupted straight line from any corner of the space the character occupies to any corner of the space the target occupies. If the line of sight only touches a corner of an occupied space (but does not enter it) or is adjacent to the targeting space, it is still considered line of sight.

However, if the line passes through any part of a space that has a character (including the controlling character), barrier-terrain or wall then the target space is *not* considered within line of sight of the character. Likewise, if the line passes *parallel* to the edge of a space with an character, obstacle or wall in it then the target is also not considered within line of sight.

If a space is considered within line of sight of a character but only by 1 corner, the target is considered to have **Partial Cover** (read more in Part VI: Combat & Encounters on page XYZ) and receives a defense bonus when attacked from that space.

Fire

A small flame, such as from a torch, deals 1d6 damage, ignoring armor, per turn.

Larger fires are much hotter and inflict more damage (also ignoring armor). Every 1 space of area that a fire is in size deals 3d6 damage and illuminates an area twice its size.

Adjacent characters attempting to extinguish 1 space of fire through melee means suffer half damage from the fire per turn. For rules purposes, each space of fire has a defense 5 and 5 health points and ignores all but water-based or suffocating attacks. Every turn roll 1d6 for every space of fire. A roll of 1 means that space of fire spreads to an adjacent space of the GM's choosing.

For every turn a character is adjacent to a fire space, they must succeed at a reflex save or take 1 burn counter (see page XYZ).

Traps

Traps are nefarious and deadly surprises that often hide throughout a dungeon or compound. Traps can be hidden just about anywhere (the floor, doors, chests or lock boxes, etc.) and could trigger for a variety of reasons (stepping on it, opening a door or box and so on). If any character does something which would normally trigger a trap (such as releasing a pressure mechanism) there is a 33% chance (1-2 on a 1d6) it will trigger. The GM should make a roll check each time the trigger is activated until it has either sprung or is eventually passed over by all the characters.

Usually, trap damage is automatic and cannot be ignored or saved against unless specifically permitted. Traps are not considered a part of combat. Foes may either trigger the trap as PCs would or, if the GM decides the NPCs are aware of the trap, may bypass it without touching its trigger. Game masters should see page XYZ for further details on traps.

Swim

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

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

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

Attacking to or from an underwater space is considered partial cover (see page XYZ). The maximum amount of time a character can swim in water in rounds is equal to their stamina points. FOR EXAMPLE, a character with 5 stamina points can swim for 5 rounds (50 minutes). If a character ever has less stamina points than rounds they've been swimming, they automatically fail every swim test until they can get out of the water and rest.

Outer Space

An adventurer who is exposed to the vacuum of outer space or de-pressurization immediately receives a dying condition (see page XYZ), but may continue their turn as normal. A character can remain alive in a vacuum a maximum number of turns equal to their stamina points. FOR EXAMPLE, a character with 3 stamina points who enters a de-pressurized compartment receives the dying condition. They may survive in the vacuum for a maximum of 3 turns before dying.

Weather (Optional)

Weather can have a good or bad effect on movement through overland maps, possibilities of getting lost and chances of foraging for wild food.

To start, the GM should choose a starting weather. Once every 8 hours of in-game time the GM will roll 1d6. On a roll of 1-2, the weather changes to the weather type one position lower on the list than the current weather. On a roll of 3-4, the weather remains unchanged. On a roll of 5-6 the weather changes to the weather type one position higher on the list than the current weather.

MOVEMENT: When using weather to effect movement, use the modifier to add or take away the number of spaces

Weather Modifiers

Weather	Modifier
Hot / Humid	-4
Sunny / Warm	+2
Partial Sun / Clouds	+1
Moderate / Overcast	+0
Wind	+0
Rain / Hail	-2
Storm / Lightening	-6
Cold / Snow	-8

traveled per an eight hour interval. FOR EXAMPLE, a character who can travel 24 spaces per eight hours on an overland map would only be able to travel 16 spaces in snowy weather.

GETTING LOST: The current weather's modifier should be applied to any knowledge (navigation) ability tests when determining if a party is getting lost while traveling through an overland map. FOR EXAMPLE, an adventurer with a knowledge (navigation) of 6 would have it raised to 8 while in sunny, warm weather.

HUNTING & GATHERING: The possibility of finding and foraging for food should be increased or decreased according to the modifiers by applying them to a trade skill (hunting) or knowledge (nature) ability test. FOR EXAMPLE, a character hunting for food would have their trade skill (hunting) 5 lowered to -1 during a lightening storm.

Becoming Lost (Optional)

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

At the beginning of each day the navigator must succeed at a knowledge (navigation) ability test to not get the party lost. Additional characters can help assist in this ability test as outlined on page XYZ. The game master should make this roll on behalf of the navigator, as to keep the true results secret.

Different terrain types have higher or lower chances of characters naturally becoming lost. When making a knowledge (navigation) test, appropriate modifiers should be applied before the roll.

If a navigator fails their knowledge (navigation) test, the party has become lost.

The Adventure

Terrain Navigation Modifiers

Terrain	Navigation Modifier
Ocean / Sea	-4
River / Lake	+1
Swamp / Marsh	-5
Jungle / Rain Forest	-3
Forest	+0
Plains / Grassland	+1
Desert / Wasteland	-1
Canyon / Cliffs	-2
Hill	+0
Mountain	+3
Snow	-1
Glacier / Ice	+0

The players should not be informed of this. Instead, the game master should roll 1d6 to determine the direction the party mistakingly traveled (if it better that the GM always make this roll even if it's unnecessary—that way the players never know whether or not their characters are lost).

Once lost, if a navigator continues to fail at knowledge (navigation) ability tests, the party will continue to travel in error from the previous day's location. If a navigator succeeds at a navigation test, they will discover their mistake and figure out where they're presently located.

Note the optional weather rules on page XYZ can affect the chances of getting lost.

Lost Party Travel Direction

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

Hunting & Gathering (Optional)

Adventurers can choose to supplement their drink and rations by hunting for nearby edible plants and animals. For every 1 hour a character dedicates to hunting and

Terrain Hunt & Gather Modifiers

Terrain	Hunt & Gather Modifier
Ocean / Sea	+8*
River / Lake	+4*
Swamp / Marsh	-5
Jungle / Rain Forest	+3
Forest	+0
Plains / Grassland	+0
Desert / Wasteland	-3
Canyon / Cliffs	-2
Hill	+2
Mountain	+3
Snow	-2
Glacier / Ice	-5

*Fishing equipment required, otherwise use as a negative modifier

gathering, the character should make a trade skill (hunting) or knowledge (nature) ability test.

A success means the character found a number of morsels (see page XYZ) equal to the number of points over the required number needed to succeed. FOR EXAMPLE, a character spends 1 hour hunting for edible critters. A roll of +1 to a trade skill (hunting) of 6 means they found 2 morsels ($1 + 6 - 5 = 2$). Different terrain can effect the possibility of finding edible food through positive or negative modifiers to the ability test. A failure means nothing edible was found.

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

Levels

A **Level** is a measure of how experienced and powerful an adventurer has become. All characters start their first adventure at Level I.

Over time, characters can collect **Experience Points (XP)**, which will allow them to achieve a higher level.

Experience Points

After the adventure has concluded, the game master assigns experience points to any surviving characters.

Players should add the XP earned to a grand total of all XP an adventurer has collected over every adventure or campaign they've played in. If a character has collected enough experience points, they may promote to a higher level.

Adventurers can gain new XP through two ways:

1. Defeating foes in combat or similar challenges
2. Recovering treasures found on adventures

DEFEATING FOES

Add the XP from all the foes defeated and divide the value by the number of characters who helped defeat them. Award the resulting number of XP to all characters who participated.

Every foe characters defeat will earn them a number of XP equal to the foe's health points. The more foes defeated, the more XP earned. The total XP earned this way is divided amongst all the players who helped defeat the foes. The new number is the amount of XP each character earns individually.

Note that defeating a foe does not always require the destruction or killing of the foe. Defeating a foe could mean scaring it off (see page XYZ for morale) or avoiding a violent confrontation with it. The game master will decide what constitutes a victory over a foe.

RECOVERING TREASURE

Add up the value of all treasure recovered during the play session (excluding magic items) where 1 SC = 1 XP. Divide the value by the number of players who participated.

Finding and retrieving treasures is not only helpful in providing wealth to the adventure party, it also provides experience points. The total value of all treasures found during a play session (excluding magic items) is added up and divided by the number of players involved. This new number is the amount of XP each character earns individually.

However, not all treasure provides experience points. The types of treasure that give XP are:

1. Treasure taken from defeated foes
2. Rewards bestowed upon the adventurers as compensation or gratitude for completing a quest
3. Wealth found in areas related to a quest
4. Riches pilfered from successfully using the pick pocket ability (see page XYZ)

Characters only get XP from wealth obtained during dangerous or challenging experiences.

Gaining a New Level

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

Each new level has a minimum amount of XP a character must obtain before they can be promoted.

Level Advancement

Level	Total Experience Points Required
I	0
II	2,000
III	4,000
IV	6,000
V	8,000

A character must collect as much XP as the level number multiplied by 2,000 to be promoted to that level.

After achieving a new level, players are allowed to randomly select one new talent from an archetype of their choice (see page XYZ for talents and archetypes). Next, the character's maximum HP is increased by 1d6 points. Lastly, any characters with 1 or more points in their magic trait gain access to a new tier of magic equal to their new level. FOR EXAMPLE, a character promoted from 2nd to 3rd level would be able to use 3rd tier spells and psionics (as well as all lower tiers of magic) for which they had the appropriate type of mana.

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

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

Conditions

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

Some conditions have levels such as Knock Back 2 or Bleed 1. The number represents how many counters of that condition a player should make note of on their character record sheet. The effects of the levels are always explained in the description of the condition.

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

Conditions

Condition & Effect

Acid – EVERY TURN: Suffer -2d6♥. A random wood, leather or cloth item that's touched the acid is destroyed.

Age – You permanently age 1d6 x 10 years.

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

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

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

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

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

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

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

Entangle – EVERY ROUND: If you are entangled, you cannot perform any movement-based actions this turn. Reflex Save: If successful, remove 1 Entangle Counter.

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

Fear – You flee in fear for 1d6 minutes.

⚡ = Stamina Points, ♥ = Health Points

Conditions (Continued)

Condition & Effect

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

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

Invisible – You gain +4 Defense.

Knock Back – MELEE ATTACK: After dealing at least 1 point of damage to a character, you may move them a number of spaces equal to the number of levels in knock back in a direction of your choice. You must have line of sight to the space the character lands on.

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

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

Reach – Your melee attacks target both an adjacent space as well as a number of spaces at a range equal to the reach number. You do not need to count range to perform these attacks.

Sleep – EVERY ROUND: If you are asleep, you cannot perform any actions this round. You suffer -8 Defense.

Starve – Suffer -1⚡ and -1 to all rolls for every Starve Counter. Eat 1 meal: Remove 1 Starve Counter.

Stun – EVERY TURN: If you are stunned, you can only perform one action this turn. Spend a standard action to remove 1 Stun Counter.

Surprise – EVERY TURN: If you are surprised, you cannot perform any actions this turn. Remove 1 Surprise Counter.

Sweep – Your melee attacks target all adjacent characters.

Suffocate – EVERY TURN: If you are holding your breath; suffer -5⚡.

Unconscious – EVERY MINUTE: If you are unconscious, you cannot perform any actions this turn. Remove 1 Unconscious Counter.

⚡ = Stamina Points, ♥ = Health Points

Death

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

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

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

Gambling (Optional)

In many taverns and cantinas, a popular game known as **Aular** is played for wagering money, namely silver coins or space credits, but sometimes gold coins and galactic credits.

PCs can play aular in any tavern or cantina that supports it. Characters can wager any amount of money (that they have) against the house, risking to win or lose big. Multiple characters can play the game at the same time.

To play aular, each player of the game bets any amount of money on one or more of the six symbols: castle, king, queen, sword, shield or dragon (if playing a fantasy-based game) or star, planet, wormhole, starship, nebula or dark matter (if playing a science-fiction game).

Aular Symbols

Roll 1d6	Fantasy Symbols	Science-fiction Symbols
1	Castle	Star
2	King	Planet
3	Queen	Wormhole
4	Sword	Starship
5	Shield	Nebula
6	Dragon	Dark Matter

One of the players rolls 3d6 and counts the number of each symbol rolled. If the symbol a player wagered on is not rolled, they lose their money for that symbol.

If a symbol they bet on is rolled once, they break even. If the symbol they bet on is rolled twice they get a 3:1

payout. Lastly, if a symbol they bet on is rolled on all three dice, they win a 5:1 payout. FOR EXAMPLE, a character bets 100 sc on sword and 50 sc on dragon. The dice are rolled with a result of queen, king and sword. The player would break even with the 100 sc bet on sword but lose the 50 sc bet on dragon.

Aular Winning Payments

Symbols Rolled	Winning Payout
1 Symbol	x1 amount wagered
2 Symbols	x3 amount wagered
3 Symbols	x5 amount wagered

At the GM's discretion, rare cards can be found throughout the world or galaxy that provide bonuses to aular such as "reroll all castle/stars" or "change all queen/wormhole to shield/nebula". These cards should of course be rare, expensive and highly sought after. On occasion, NPCs may be seen playing a deck of these cards (including the hosting tavern or cantina). Each deck must have a minimum of 40 cards with no upper limit. Aular cards can be played before or after the dice roll, depending on what the card allows.

Sovereignty Building (Optional)

1. Build a Stronghold
2. Clear a surrounding area of hazards and foes
3. Determine if each space is considered civilized, borderland or wilderness
4. Roll to determine the number of natural resources for each space
5. Roll to determine the types of resources for each space
6. Build wealth, energy or morale bearing structures

Once characters have gathered enough wealth, they can choose to build a domain or enterprise for themselves. A domain is an area where one or more characters have built a stronghold (see page XYZ). An enterprise is the same as a domain except NPCs are hired to work the land or stellar resources to turn a profit.

Domains and enterprises must first have at least one stronghold built. Enterprises must have the area surrounding the stronghold cleared of all hazards, monsters, foes, etc. The number of spaces to be cleared is up to the characters. Clearing an area should require great risk, and usually involves the hiring of NPCs. Game masters are encouraged to make the clearing of an area a campaign.

The Adventure

With an area clear, the GM will determine if a cleared space is considered wilderness, borderland or civilized. The GM will roll to determine how many resources are found in each cleared space, as well as the type of resources.

Lastly, the players should begin building additional structures (similar to how strongholds are built) that will produce either wealth, energy or morale (see below).

Clear an Area of Hazards

Before construction of a sovereignty can begin, the surrounding area must be made safe for any future workers. Adventurers can employ hirelings or mercenaries (see page XYZ) to help fight off any monsters or foes. GMs are encouraged to make this a challenging process that involves several adventures. Cleared areas will remain free of foes as long as the area is continually patrolled.

Patrols will travel as far as 24 hours of travel (on an overland map if building on a planet, or an astronomical map if in space) from the stronghold, but garrisons must be built for every 4 hours of travel.

Determine the Type of Each Space

For each space cleared on an overland or astronomical map, the game master should decide whether it is considered wilderness, borderland or civilized, based off the closeness of another stronghold.

Cleared Space Type

Distance from Stronghold	Type
>10 Days Travel	Wilderness
6-10 Days Travel	Borderland
1-5 Days Travel	Civilized

The GM may decide that certain terrain types (jungle, nebula, etc.) are more inhospitable and therefore more likely a wilderness than others.

Roll to Determine Natural Resources

For each space cleared, the GM will roll 2d6 and consult the below table to determine the number of resources found on that space.

Resource Amount Per Space

Roll 2d6	Wilderness	Borderland	Civilized
2-3	–	–	–
4	1 Resource	–	–
5-7	2 Resources	1 Resource	–
8-10	3 Resources	2 Resources	1 Resource
11-12	4 Resources	3 Resources	2 Resources

Roll to Determine Type of Resources

For each resource found, the GM should roll to determine what type of resource is offered. There are four types of resources available. In fantasy genres, the four types are:

1. Animal – Raising, hunting and farming animals for dairy, fat, oil, fish, fowl, furs, herds, beads, horses, ivory, etc.
2. Vegetable – Gathering and harvesting the natural plants for food, oil, fodder, wood, paper, wine, etc.
3. Mineral – Extracting ore from the rock and soil for copper, silver, gold, platinum, iron, lead, tin, gem stones, tar, oil, clay, stone, quarry, etc.
4. Magic – Finding and recovering lost magical artifacts, stones, crystals, potions, scrolls, rings, staves, weapons, etc.

For science-fiction genre games, the four resource types include:

1. Industry – Extracting ore and precious metals and minerals for industrial purposes.
2. Energy – Harnessing natural energy to produce electricity and power machinery (such as starships).
3. Medicine – Locating and extracting rare chemicals used for medical and drug purposes.
4. Science – Finding and recovering natural anomalies, paranormal activities and useful raw data used for scientific and military purposes.

Roll 2d6 for each resource a space contains and consult the table below to determine the type.

Resource Type

Roll 2d6	Fantasy Type	Science-fiction Type
2-6	Animal	Industry
7-8	Vegetable	Energy
9-10	Mineral	Medicine
11-12	Magic	Science

Resource type determines the relative value of that resource. See page XYZ for details on trading and how resource types change trade prices.

Build Wealth, Energy or Morale

Producing Structures

To harvest the resources of spaces cleared, the players must build additional structures in the same way they built their stronghold. The costs and benefits of structures should be decided by the game master. Each structure will have four traits:

- Build Cost
- Workers
- Upkeep
 - Wealth
 - Energy
 - Confidence
- Benefit

BUILD COST: Represents the amount, in silver coins or space credits, it costs to build the structure. This process is similar to building a stronghold on page XYZ. The GM should estimate an accurate cost for the complete construction of the building or structure and the players should design a floor plan. FOR EXAMPLE, a player wants to harvest a mineral resource on one of the spaces they've cleared and decides to build an ore mine. The GM estimates an ore mine costs 30,000 sc to build. The players use the material and construction costs on page

XYZ to design and build the mine.

WORKERS: This is a number representing the amount of **Workers** needed to operate and maintain the structure. If the game master deems a structure requiring specialists, consult page XYZ for specialists and their monthly costs.

UPKEEP: Some structures require a monthly **Upkeep** of wealth (in the form of sc). The monthly price, if any, will be given to the players by the GM. If the price cannot be paid, the structure will cease to operate.

Each worker will require a house or barracks, as well as **Energy** (in the form of food for fantasy games and electricity for science-fiction games) in order for them to work. Houses, farms and/or electric generators should be built as separate structures in the same or adjacent space as the original building. FOR EXAMPLE, the GM decides the ore mine needs 10 workers to harvest the minerals. The players must build 10 houses for the workers and their families, as well as 2 small farms. The GM decides the farms are treated as structures as well requiring 2 workers per farm to operate. The game master decides each of the two farms deliver 10 food for a total of 20 food for 14 workers (2 farms x 10 food – 14 workers = 6 food surplus).

Most structures have an upkeep cost of **Confidence Points (CP)**. The number of CP needed per month should be added up amongst all the buildings constructed. Although structures can operate when their confidence needs are not met, the workers will quickly become rebellious.

Sovereignty Confidence Points

Points	Effect
+10 or more	Ideal – 10% more wealth generated.
+8	Thriving – Roll 1d6: on a 1-2, gain +2 energy.
+6	Prosperous – When an event occurs, roll 1d6: on a 1-2 the event can be ignored.
+4	Healthy – A wealthy sponsor gives 1d6 x 10 resources in gifts per year.
+2	Steady – Roll 1d6: on a 1 the sovereignty gains +1 confidence point.
0	Average – No bonuses or penalties.
-2	Unsteady – Roll 1d6: on a 1 the sovereignty suffers -1 confidence point.
-4	Defiant – 1d6 resources are stolen from each wealth producing structure by dissidents or corrupt officials.
-6	Turbulent – Roll 1d6 for each controlled space: on a 1-3 the workers form a militia and take control of that space. On a 4-5 that space only produces ½ of its normal resources.
-8	Rebellious – All officials, trade caravans and visiting parties are attacked by bandits, worker militias, enemy agents, deserters, etc. All adjacent sovereignties forbid trespassing and revoke trade agreements.
-10 or less	Revolution – 1d6 enemy sovereignties offer 2d6 armies each to assist in overthrowing the current leader. 95% of all workers are revolting. The number of confidence points can never raise to 0 or higher until the current leader is removed.

The Adventure

Events

Roll 1d12	General Events	Roll 1d12	Unnatural Events	Roll 1d12	Natural Events
1	Magical Happening	1	Bandits	1	Meteor Shower
2	Border skirmish	2	Fanatic Cult	2	Meteor Strike
3	Explosion	3	Pretender / Usurper	3	Fire, Minor / Major
4	Cultural Discovery	4	Enemy raiders	4	Resource, Lost
5	Market Glut	5	Rebellion / Insurrection	5	Resource, New
6	Market Shortage	6	Specialist, New	6	Plague
7	New Trade Opportunity	7	Spy / Saboteur Ring	7	Earthquake*
8	New Natural Wonder	8	Traitor	8	Tidal Wave / Flood*
9	War in Distant Lands	9	Death (official, ruler, etc.)	9	Hurricane*
10	Trade Route, Lost	10	VIP visitor	10	Storm*
11	Trade Route, New	11	Political Assassination	11	Volcano*
12	Wandering monster	12	Birth of a royal family / VIP	12	Tornado*

*Planet-based event

To maintain order and keep the NPC population happy, PCs should construct buildings or structures that provide a boost of confidence points (such as a church, library or gymnasium). FOR EXAMPLE, the ore mine and 2 farms require 14 confidence points for the 14 workers. The players decide to build a museum that the GM says will provide +7 confidence points, a tavern which provides +2 confidence points and a vineyard which provides +5 CP. The vineyard and tavern, however, require 5 additional workers (2 for the tavern and 4 for the vineyard), bringing the surplus energy from the two farms down to 1 (6 surplus – 5 workers = 1).

BENEFIT: This is the positive benefit or effect for building the structure. Most benefits provide a combination of wealth, energy or confidence points to the sovereignty.

Sovereignty Confidence Level

Each sovereignty has a confidence number ranging from -10 to 10 (with 10 being the best). Different buildings or structures require a number of confidence points (as determined by the GM). Other buildings provide a boost of confidence points.

At the start of each new in-game month, the game master should make a note of the current confidence level of a sovereignty then apply all effects between “average” and the current confidence level. FOR EXAMPLE, a confidence level of -8 would mean the sovereignty is considered rebellious. The GM would apply all effects of defiant, unsteady and turbulent as well as rebellious.

Events

At the start of each new in-game year each sovereignty will experience (5 + roll) events. The exact time at which the events occur is up to the GM. **Events** are a set of circumstances that effect a portion of or whole sovereignty.

Some events are considered good, while other events make things worse. Each event depends on terrain, location and other details of the sovereignty. The events listed should not be considered exhaustive, but an example of events the GM may create for their own campaign.

The exact effects of an event should be decided by the GM. Game masters are encouraged to make adventures or campaigns from events.

Trade (Optional)

Player characters can choose to trade goods between one city and another. Each city is divided into five categories, based off their size. For fantasy based games there are hamlets, villages, townships, cities and kingdoms. For science-fiction based games there are outposts, colonies, spaceports, metropolis and city planets. The actual population size of each classification is left up to the GM to decide.

City sizes effect the number of a resources (known as **Availability**) NPCs of that city are willing to buy or sell to player characters. The smaller the city, the less of a resource the NPCs will trade.

Trade Availability

Roll 2d6	Hamlet / Outpost	Village / Colony	Township / Spaceport	City / Metropolis	Kingdom / City Planet
2-3	0	1	2	4	8
4-5	1	2	3	5	9
6-7	2	3	4	6	10
8-9	3	4	5	7	11
10-11	4	5	6	8	12
12	5	6	7	9	13

The GM will roll 2d6 and consult the table on page XYZ. The number rolled on the 2d6 and the size of the city will determine how many **Units** of a resource that city will buy, sell or trade during one in-game month. FOR EXAMPLE, the adventurers are looking to buy a resource at a spaceport. The GM rolls a 7 and consults the above table. The GM informs the players that they can buy 4 of the resource they seek.

Next, the GM should decide the **Demand** price for each of the four resource types:

- Animal / Industrial
- Vegetable / Energy
- Mineral / Medicine
- Magic / Science

See page XYZ for details on resource types. Each city will have one of six demand levels for each resource: very low, low, moderate, high, very high or illegal / black market. The higher the demand for a resource, the more NPCs of that city are willing to pay in silver coins or space credits.

The GM should roll 2d6 and consult the below table in relation to the demand for the particular resource the

characters wish to buy, sell or trade in. FOR EXAMPLE, the adventurers wish to buy a resource that is in low demand at the current spaceport they're at. The GM rolls a 2d6 and consults the below table. A roll of 9 determines the market price is 20 sc for each resource.

Lastly, the relative value of each type of resource effects the overall price. Common resources, such as animal-based (for fantasy games) or industrial-based (for science-fiction) are traded for less money than highly sought after resources such as magic or science. The GM should multiply the resource's multiplier with the demand price found in the previous step.

Resource Value

Resource	Price Multiplier
Animal / Industrial	x1
Vegetable / Energy	x2
Mineral / Medicine	x3
Magic / Science	x4

FOR EXAMPLE, a resource with a demand value of 20 sc would actually be worth 60 sc if it was a mineral / medicine resource (20 x 3 = 60).

Trade Demand

Roll 2d6	Very Low	Low	Moderate	High	Very High	Illegal / Black Market
2-3	1 sc	5 sc	25 sc	45 sc	65 sc	100 sc
4-5	2 sc	10 sc	30 sc	50 sc	70 sc	120 sc
5-7	4 sc	15 sc	35 sc	55 sc	75 sc	140 sc
8-9	6 sc	20 sc	40 sc	60 sc	80 sc	160 sc
10-11	8 sc	25 sc	45 sc	65 sc	85 sc	180 sc
12	10 sc	30 sc	50 sc	70 sc	90 sc	200 sc

The Adventure

Hide & Smuggle

Roll 2d6	Hamlet / Outpost	Village / Colony	Township / Spaceport	City / Metropolis	Kingdom / City Planet
2-3	B	F	C	I	I
4-5	—	B	F	C	I
5-7	—	—	B	F	C
8-9	—	—	—	B	F
10-11	—	—	—	—	B
12	—	—	—	—	—

B = Bounty, F = Fined, C = Confiscated, I = Imprisoned

Hiding & Smuggling (Optional)

Whenever one or more adventurers attempt to smuggle a resource that is considered illegal or only sold in the black market of a city, they must attempt to smuggle it in past guards. The smuggling player should roll 2d6 and consult the above table looking at the appropriate city size. A smuggle roll represents the expertise of the guards and random circumstances that may lead to them discovering any smuggled goods.

A roll on the smuggle table will have one of the following results:

NOT DISCOVERED: If an adventurer rolls a dash ("—"), their hidden secrets are not discovered. They may continue on as normal.

BOUNTY: The character's secrets are not discovered, but they are later identified and has a 100 sc bounty placed on their head.

FINED: The PC's secrets are discovered. They must pay a 200 sc penalty fine. If they cannot pay, they are Imprisoned (see below).

CONFISCATED: The adventurer's secrets are discovered. All of the adventurer's items and equipment are confiscated except their money, magic items and any transports.

IMPRISONED: The same as confiscated (see above) in addition to the character having a bounty placed on their head and being put in jail. A 200 sc bounty is placed on their head. Every day the character spends in jail, 10 sc is removed from their bounty. When their bounty is 0, they are freed from jail.

Bounty

If the adventurer escapes from jail or commits a crime

against the state, a bounty of 2d6 multiplied by 100 (if the crime was committed in a hamlet / outpost), 200 (if in a village / colony), 300 (if in a township or spaceport) 400 (if in a city / metropolis) or 500 (if in a kingdom or city planet) is placed on their head. FOR EXAMPLE, a character escapes from a prison. The game master rolls 2d6 and gets a 5. Since the jail was in a metropolis, the 5 is multiplied by 400 for a total bounty of 2,000 sc (5 x 400 = 2,000).

Prison Break Bounty

City Size	Bounty Multiplier
Hamlet / Outpost	x100
Village / Colony	x200
Township / Spaceport	x300
City / Metropolis	x400
Kingdom / City Planet	x500

Hiding

Characters that have bounties on their heads must roll on the hide & smuggle table (see above) whenever they enter a city to determine if they're noticed by the local authorities. FOR EXAMPLE, a character with a 200 sc bounty on their head attempts to enter an outpost. They roll 2d6 and gets a 10. No one notices them and they're allowed to enter.

It takes 2d6 days after a bounty has been placed on a character for all surrounding cities and bounty hunters to receive word of the bounty and be on the lookout for the PC. If a character attempts to sneak past any guards to enter a city he or she does not need to make a hide & smuggle roll.

Alignment (Optional)

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

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

Good Alignment Points

- Donate 1,000 sc to a church, faction, organization or person of good intent
- Kill an evil-aligned character for good reasons
- Perform an overtly selfless act for no compensation

Evil Alignment Points

- Donate 1,000 sc to a church, faction, organization or person of evil intent
- Kill a good-aligned character for evil reasons
- Perform an overtly selfish act resulting in loss or suffering of others

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

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

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

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

Alignment Points

AP Total	Same Alignment	Different Alignment
0-9	Neutral	Neutral
10-19	+1	-1
20-29	+2	-2
30-39	+3	-3
40-49	+4	-4
50	+5	-5

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

- Charisma-based tests (reactions, loyalty, barter, diplomacy, etc.)
- Revealing of information from NPCs
- Access to protected areas or membership to organizations

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

Part VI: Combat & Encounters

An “encounter” is when player characters meet an NPC in the form of a person, animal or monster. Encounters are with characters that are not a part of the adventuring party. Encounters can lead to combat between both sides, conversation, cooperation, or any of a number of other conclusions.

Game time (such as turns or rounds), standard procedures for turn-by-turn game play and combat is discussed in detail in this chapter.

Exploration and Encounters

When adventurers are traveling over great distances (such as an overland or astronomical map), the GM usually measures time in hours. After the party has stopped for the day, time will slow down into rounds (each round represents 10 minute intervals). When exploring a dangerous or potentially dangerous area such as a heavily patrolled region or area full of traps, the GM will usually measure time in minutes. Finally, combat is usually measured in turns with each turn representing 6 seconds. See page XYZ for details on different times.

Travel & The Game Day

Characters traveling through overland or astronomical maps should travel in hours instead of turns, minutes or rounds. Typically, a day is divided into three main phases each consisting on eight hours: morning, afternoon and night.

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

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

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

When in a dangerous area, the GM should roll 2d6 for a chance of encounter every round, instead of every eight hours.

Game Day Timeline:

1. Daybreak (Morning): The GM rolls 2d6 and consults the chance of encounter table on page XYZ to determine if the adventurers encounter wandering NPC foes. If the PCs encounter NPCs, see step 2 otherwise skip to step 3.
2. If wandering foes are encountered, the GM should inform the players, place the foes in the area and have the nearest character perform a dexterity and presence ability test to determine surprise, initiative and reaction. The GM consults the reaction table on page XYZ. Depending on the foe's reaction and the PC's actions, combat may ensue.
3. PCs ready for travel or prepare for the day's activities.
4. Navigation: If traveling through an overland map, one member of the party performs a knowledge (navigation) ability test. A failure means the party is unknowingly lost. See page XYZ for details on navigation tests.
5. Midday (Afternoon): The party has traveled for up to eight hours then finds a place to stop and rest. It is now afternoon, and the party can perform various tasks before nightfall. The GM makes another wandering foes roll (2d6). If an encounter occurs, the GM decides the time when it occurs. See step 2.
6. Nightfall (Night): The GM makes another wandering foes roll (2d6) for night. Often PCs will take turns standing guard while the rest of the party sleeps. If an encounter occurs, the GM decides the time when it occurs. See step 2.
7. A new day begins. Return to step 1.

Random Encounters

Every eight hours of in-game time the GM should roll 2d6 and consult the table on page XYZ to determine if the party encounters any wandering NPCs. When in a dangerous or heavily patrolled area, the GM should roll every round, instead.

The chances of an encounter happening are effected by the terrain that the player characters are in at the time of the encounter check. FOR EXAMPLE, an encounter would occur near a river if the 2d6 roll was a 2, 3, 4, 5 or 6. On a trail or highway, however, an encounter would only occur on a roll of 2, 3 or 4.

Combat & Encounters

Chance of Encounter (2d6)

Terrain	Day Chance	Night Chance
URBAN TERRAIN		
Indoor / Building	2-4	2-3
City / Civilized	2-4	2-3
Underground	2-4	2-4
WILDERNESS TERRAIN		
Trail / Highway	2-4	2-3
Ocean / Sea	2-6	2-6
River / Lake	2-6	2-4
Swamp / Marsh	2-7	2-8
Jungle / Rain Forest	2-7	2-7
Forest	2-6	2-4
Plains / Grassland	2-4	2-3
Desert / Wasteland	2-6	2-4
Canyon / Cliffs	2-4	2-3
Hill	2-6	2-4
Mountain	2-7	2-6
Snow	2-6	2-4
Glacier / Ice	2-4	2-3
SPACE TERRAIN		
Outer-Space	2-4	2-3
Nebula / Supernova	2-6	2-7
Asteroid Belt	2-7	2-5
Wormhole	2-4	2-4

NPC Placement

When an encounter occurs, the GM must place the individual NPCs nearby the adventurers. The GM may place each NPC in an empty space that no player character has line of sight too (see page XYZ for details on line of sight). Additionally, an NPC may be placed in an empty space that has partial cover from a PC's line of sight.

If there are more foes to place than spaces not in line of sight of player characters, the GM may place them in any empty space adjacent to an already placed enemy NPC.

Order of Encounter

The list to the right details the order that an encounter will unfold. This is a checklist players and the GM can use to keep track of encounters and combat.

Order of Encounter:

1. **Surprise & Initiative:** Each party makes a dexterity ability test. The party with the highest score wins initiative. Any other party is surprised if their score is 3 or more points less than the winner's score.
2. **Reaction:** NPCs make a reaction roll.
3. **First Side Goes:** The party with the highest initiative takes their turn first, in any player order they choose.
 1. **Morale:** Foes and NPCs roll a will save to determine their morale. A failure means they take a fear counter unless the hiring PC succeeds at a presence check to prevent the fear. Also, any characters that need to make rolls or saves for ongoing effects do so now.
 2. **Perform Actions:** Characters may perform two standard actions or one full-turn action as well as any number of free actions in any order they choose. Common actions include:
 1. **Movement:** Characters may move a number of spaces up to their number of movement points.
 2. **Attack:** Characters may engage in melee or ranged attacks.
 1. They choose their targets.
 2. They check they have line of sight.
 3. They make an attack roll.
 4. They check they have range (ranged attacks only).
 5. They use talents, power points (if any) and equipment abilities.
 6. They inflict attack damage and conditions to their target.
 3. **Ability Tests:** Characters roll to determine if they were successful or failed at a desired ability test.
 4. **Magic:** Characters with spells or psionics can use their magic.
 1. They choose their targets.
 2. They check they have line of sight.
 3. They check they have range.
 4. They spend the required number of mana.
 5. Their targets roll for saves (if allowed).
 6. The GM applies the results.
4. **Second Side Goes:** The party with the next lowest initiative score begins their turn (see step 3 above).

Encounter NPC Type

To determine what type of NPC is encountered, refer to the tables on page XYZ. The GM must first know the terrain type that the players are in when the encounter happens. The GM should choose an NPC from the list of the appropriate terrain type.

The list below, and on page XYZ, should not be considered exhaustive, but instead a sample of the types of encounters that a GM can design for their own adventure.

Alternatively a game master can roll 1d6 to randomly choose an encounter from the appropriate terrain type.

Surprise & Initiative

At the start of any encounter, all parties must determine if they are **Surprised** to see the other party, as well as determine who is fastest to react and gain **Initiative**.

Surprise and initiative are only checked once, at the beginning of an encounter.

The players should determine which character is closest to an enemy NPC. If two or more characters are equidistant, the players may decide who amongst the nearest PCs will make a surprise test. The characters making the test will roll a dexterity ability test. The GM will

elect one NPC from each type of foe encountered to make a dexterity test. Depending on each party's test result, the following will occur:

- The party with the highest dexterity test result wins initiative. All foes of the same type or party members of the same side may move first in any order they choose.
- All other parties will compare their test result against the winner. If they were 3 points less than the winner, they receive 1 surprise counter (see page XYZ). If they were 5 or more points less, they receive 2 surprise counters.
- If two or more parties dexterity test results are a tie, the party that rolled the highest moves first. If there is still a tie, the PCs move first or there is a re-roll.

If combat ensues, the party who wins initiative may move and strike first. All other parties must determine if they are surprised.

Fantasy Encounters

Plains / Grassland	Forest	River / Lake	Swamp / Marsh	Mountain / Hill
Human	Human	Human	Human	Human
Harpy	Pegasus	Harpy	Harpy	Griffin
Goblin	Elf	Robber Fly	Lizardman	Gnome
Animal, Herd	Insect Swarm	Fish, Giant	Crocodile	Centaur
Cat, Lion	Werewolf	Troll	Zombie	Cat, Mountain Lion
Centaur	Dragon	Toad, Giant	Ghoul	Dwarf
Desert / Wasteland	City / Civilized	Underground	Ocean / Sea	Jungle / Rain Forest
Human	Human	Medusa	Human	Human
Insect Swarm	Human	Minotaur	Griffin	Felidae
Orc	Kitsune	Dwarf	Hydra, Sea	Pixie
Ogre	Animal, Herd	Gargoyle	Snake, Sea	Cat, Saber-tooth
Spider, Giant	Hobgoblin	Zombie	Merman	Bear, Black
Lizard, Giant	Doppelganger	Ghoul	Squid, Giant	Tyrannosaurus

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Science-fiction Encounters

Outer-Space	Wormhole	Asteroid Belt	Nebula	Frozen Planet
Military Starship	Non-corporeal Being	Flying Parasite	Pirate Starship	Abominable Yeti
Pirate Starship	Nucleogenic cloud	Rock Worm, Giant	Reavers	Animal, Herd
Bounty Hunter Starship	Space Amoeba	Pirate Starship	Bounty Hunter Starship	Wolverine, Giant
Merchant Starship	Genetic Clone Starship	Mining Ship	Space Worm	Bear, Cave
Mining Ship	Extragalactic Jelly	Dushraki Starship	Reptoid Starship	Doppelganger
Private Starship	Species 4782	Ornithoin Starship	Klangon Starship	Caveman
Desert / Lava Planet	City / Civilized	Supernova	Water Planet	Jungle Planet
Bat, Large	Human	Human	Basilosaurus	V'ruari
Scorpion, Giant	Human	Reavers	Squid, Giant	Floating Brain, Giant
Insect Swarm	Vultan	Cosmic Cloud	Hydra, Sea	Tergling
Spider, Giant	Changling	Crystalline Entity	Calamorian	Gray Ooze
Lizard, Giant	Android	Pirate Starship	Crystalline Entity	Megalisk
Mutant	Animal, Herd	Space Worm	Changling	Spider, Giant

Reactions

An encounter does not necessarily mean combat will take place. Two parties that encounter one another may choose to work together, share information, trade in goods, run away from one another, etc.

The players always choose how their characters will react in any given situation. NPCs controlled by the GM will have their reactions decided by the game master. Descriptions of foes in **Part VII: Foes** on page XYZ will often detail the general attitude and behavior of foes. The GM may, however, choose to have the NPCs react in a certain way given unique circumstances.

NPC Reaction

Test Result	Reaction
1 or less	Hostile: NPC attacks, flees or surrenders.
2-4	Aggressive: NPC threatens the party. Re-roll in 1 minute with a -2 penalty to the roll.
5-7	Neutral: NPC moves cautiously, but is not aggressive. Re-roll in 1 minute.
8-9	Favorable: The NPC seems pleased or curious about the party. Re-roll in 1 minute with a +2 bonus to the roll.
10+	Friendly: The NPC is friendly and often helpful to the party.

If the GM wishes to randomly determine the reaction of an encountered NPC, **the player character closest to the NPC should perform a presence ability test.** Apply negative modifiers if the NPC is naturally hostile or cowardly, and apply positive modifiers if the NPC is naturally friendly or courageous.

The number from the perception test determines how friendly or hostile an NPC may act towards the party. FOR EXAMPLE, an adventurer who encounters an NPC performs a presence test to determine the NPC's reaction toward them. The PC has a presence of 7 and rolls a -1 for a total of 6. However, the game master decides that this NPC is cowardly and applies a -2 penalty to the presence test bringing it to 4. Since the player character got a total of 4, the GM decides the NPC is aggressive.

The GM can substitute any appropriate response with the ones listed in the reaction table. FOR EXAMPLE, the cowardly NPC may choose to betray or sabotage the party member at a later time instead of threaten them.

Combat

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

Morale (Optional)

Morale is the measure of an NPC's courage, loyalty to the PC that hired them and the natural leadership presence of the employing PC. An NPC will have their morale tested when in the face of danger or during combat.

Player characters never make morale tests because their actions are always decided by the controlling player.

NPCs (including foes, hirelings and mercenaries) will make a morale test when one or more of the following conditions occur:

- The NPC is put in a position of grave danger
- The NPC has lost half or more of their health points
- Half or more of the NPC's party members are dead, incapacitated or retreating

When an NPC tests their morale, they will do so by making a will save. If successful, they stand their ground and continue fighting or completing their objective. If they fail, they take 1 fear counter (see page XYZ).

If the NPC is a hireling or mercenary, however, the PC that hired them can prevent them from taking a fear counter with a successful presence ability test. The ability test can be affected by NPC's **Loyal Points (LP)** towards the PC (see below).

LOYALTY POINTS: "Loyalty Points" are a representation of how loyal an NPC is to the adventurer who hired them. When an NPC is loyal to their employer, they will have positive LP. When an NPC is disloyal to their employer, they will have negative LP. An NPC can never have both positive and negative LP at the same time. If an NPC has collected loyalty points of one type but then receives an LP of the opposing type the two points cancel out resulting in the loss of both.

The number of loyalty points an NPC has towards their employer is used as a modifier to the PC's presence ability test. FOR EXAMPLE, a loyalty presence test would be increased by +2 if the NPC had 2 positive loyalty points to their employing player character.

Loyalty points can be gained and lost throughout an adventure based off the actions and

words of a character. A GM must decide what exactly the hiring PC must do or say to earn the NPC positive or negative LP. FOR EXAMPLE, if an NPC favored brave adventurers, they may gain 1 positive loyalty point each time their employing character shows acts of bravery. Consequently, the NPC would gain 1 negative loyalty point for each act of cowardice their employing character exhibited.

Note the optional alignment rule can also effect loyalty points (see page XYZ).

Combat Actions

During combat, time unfolds slowly in what is known as tactical time (see page XYZ for details on tactical time). Tactical time is resolved in turns with each turn representing 6 seconds.

During an encounter, characters can perform one of three types of actions:

- Full-turn Action
- Standard Action
- Free Action

A **Full-Turn Action**, as the name implies, is an action that takes 1 full turn to complete. Examples of a full-turn action would be casting some spells or resolving certain conditions. For rules purposes, a full-turn action is considered to take 6 seconds.

A **Standard Action** is an action that takes half the time as a full-turn action. Characters can perform two standard actions in a single turn. An example of a standard action would be to perform one attack or move up to a character's movement number. For rules purposes, a standard action is considered to take 3 seconds to complete.

A **Free Action** is an action that takes place so quickly, it does not take any time to complete. Characters can perform any number of free actions during a turn. An example of a free action would be to yell a command or drop an item.

Some special actions take place over longer periods of time, such as two or more turns. These actions should be divided into, and treated as a series of, full-turn and standard actions.

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If a character wishes to perform an action not listed, the GM should decide whether the action could happen immediately, resolve in 3 or less seconds, or resolve in 4-6 seconds. If the action can complete immediately, it should be considered a free action. If the action requires 1-3 seconds, the action should be considered a standard action. If the action can complete in 4-6 seconds, it should be considered a full-turn action. Actions longer than 6 seconds are considered special (see page XYZ).

A character may never perform a standard action then begin a full-turn action on the same turn. A full-turn action, as the name implies, requires an entire turn.

When performing actions during combat, a character may choose to perform their actions in any order they choose including temporarily suspending one action to begin and finish another. FOR EXAMPLE, a character may choose to move and attack (both standard actions) on the same turn. At an adventurer's discretion, they may choose to move a few spaces, attack, then finish their movement action.

Delayed Actions

A character may opt to delay an action until another character's turn. To do so, the player must declare the specific action they choose to delay until another player or game master's turn.

A delayed action not performed is lost at the beginning of the player's next turn. FOR EXAMPLE, a character moves, then decides to wait until a foe's turn to attack.

Melee Attacks

Any character with a melee weapon may perform a melee attack. For unarmed attacks see page XYZ. Melee attacks must target characters adjacent to the attacker (unless they have special conditions such as reach, see page XYZ).

To perform a melee attack, the attacker makes a standard roll then adds or subtracts the result to their melee attack trait. That number is compared to the defender's defense trait. For every 1 point the attack is over the defender's defense, 1 point of damage is dealt. FOR EXAMPLE, an attacker with a melee attack of 8 rolls a -1, resulting in an attack total of 7. The defender has a defense of 5. The defender takes 2 damage ($7 - 5 = 2$).

Ranged Attacks

Any character with a ranged weapon may perform a ranged attack. The range of an attack may change depending on the die roll made during the attack (see below).

To perform a ranged attack, the attacker makes a standard roll then adds or subtracts the result to their weapon's maximum range.

Common Combat Actions

Action

FREE ACTIONS

Drop an Item/Weapon

Lay Prone

Speak

End a Spell/Psi

STANDARD ACTIONS

Move

Attack (Melee/Ranged)

Aim

Dodge

Pick Up Item

Draw/Holster a Weapon

Stand Up from Prone

FULL-TURN ACTIONS

Wrestle

Light a Torch/Chem Light

Use a Starship System

SPECIAL ACTIONS

Use Magic

Perform Ability Test

If the target is not within the range of the attack, the attack is a miss. If the target is within range, the modifier from the die roll is added to the character's ranged attack trait. That number is compared to the defender's defense trait. For every 1 point the attack is over the defender's defense, 1 point of damage is dealt. FOR EXAMPLE, an attacker with a ranged attack of 7 rolls a +3, resulting in an attack total of 10. The weapon the attacker is using has a range of 5 which is increased to 8 because of the +3 roll. The defender is within range of the weapon, meaning she is being attacked. The defender has a defense of 7. The defender takes 3 damage ($10 - 7 = 3$).

Movement

A character may choose to move up to the number of movement points their character has as one standard action. A character may choose to spend a total of two standard actions moving to move up to twice their movement points (see details on combat actions on page XYZ).

Additionally, for every 1 stamina point spent, a

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character may move 1 additional space (even if they have spent all their movement points). This ability is considered a free action. FOR EXAMPLE, a character with 6 movement points may choose to move 6 spaces as a standard action. The character attacks a foe with their second standard action, then chooses to spend 3 SP to move 3 additional spaces.

Characters can move through spaces occupied by a friendly character (someone on the same side as them), but never through spaces occupied by an enemy or other obstacles.

Aim

When an adventurer wishes to steady their aim in hopes of making a better attack, they may spend a standard action "aiming". Both melee and ranged attacks can be aimed.

Before a character makes a standard attack roll, they must declare they are using a previously set aim action to make an aimed attack. This allows the character to re-roll any number of dice after rolling for the attack. The character must keep the second result. FOR EXAMPLE, a character spends a standard action aiming with their weapon. Their next action is spent attacking a foe. The adventurer declares they're making an aimed attack and rolls a 1 on the positive die and a 5 on the negative die (for a modifier of +1). The character chooses to re-roll the positive die for a new roll of 5. Since doubles result in a 0, and both dice rolled 5's, the total modifier is now 0.

An aim action can be used by a character until one or more of the following events occur:

- The character loses 1 or more HP
- The character moves 1 or more spaces
- The character changes, drops or holsters their weapon
- The character performs the aimed attack

Dodge

When a character chooses to perform a dodge action, they may force their attacker to re-roll any number of their attack dice. The second roll must be used in place of the original roll.

Dodge can only be used any number of times until the start of the player's next turn.

Two Weapons / Dual Wielding

Characters can use two weapons if each weapon is one-handed. If either weapon is two-handed, the weapon cannot be used with another weapon.

When using two weapons, an adventurer may choose which weapon of their equipped weapons they wish to use each time they attack. FOR EXAMPLE, a PC wielding a laser pistol and slug thrower may choose to

attack with either weapon on their first attack of their turn. If they choose to make a second attack during their turn, they can attack with the other weapon or continue using their first choice.

Temporary Damage

A weapon may be used to bear down or subdue, rather than kill, a foe. If a character chooses to inflict temporary damage, they must first declare to the GM that they are doing so.

Once declared, any HP normally lost from attack damage results in a loss of stamina points instead.

★ Power Points

Power Points (PP) are special bonuses characters can use doing battle. Power points can be used on weapon, armor and item abilities as well as certain talents. FOR EXAMPLE, a character with 2 power points wielding a combat rifle may use the weapon's ability that reads "★★: +1 Range" (this means 2 PP may be spent for a +1 to the attack range until end of turn).

For every +1 rolled on a standard roll during an attack, that attack gains 1 power point. Additionally characters may choose to spend 1 stamina point to gain 1 power point. Any unused power points disappear at the end of a turn meaning they cannot be saved or stored for later use. Similarly, any effects gained from the use of power points only last until the end of turn (unless otherwise stated).

Note that -1 modifiers from attack rolls do not give an attacker power points, only positive modifiers. FOR EXAMPLE, a character makes an attack and rolls a +2. They receive 2 power points for that attack. On their next attack they roll -3. They receive no power points.

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If a character's stamina points are 0, they begin to lose health points instead, as per normal rules.

For every 10 minutes spent resting, 1 SP is restored. See page XYZ for more details on stamina points and page XYZ for resting.

Unarmed Combat

Unarmed combat is performed in the same manner as melee combat, except the attacker only uses their strength trait as their melee attack number. FOR EXAMPLE, a character with a strength of 4 would have a melee attack 4 when attacking unarmed.

Wrestling

Adventurers and foes can choose to wrestle or grapple with an enemy character. When wrestling, a character can try to grab and hold, takedown or pin another character.

While wrestling, all characters involved will have one of four possible **Wrestling Statuses**. The four statuses are: free standing, clinching, takedown or pinned.

Wrestling Statuses

Status

Free Standing
Clinching
Takedown
Pinned

Before wrestling, all characters involved are considered to be free standing. Any attacker attempting to wrestle with someone makes an unarmed attack (see page XYZ) against the defender. If their attack would deal at least 1 point of damage, they change the defender's wrestling status from free standing to clinching instead.

On the defender's turn, they can do nothing else if their wrestling status is anything but free standing. A defender may make an unarmed attack in response. A success means they can either choose to lower their opponent's wrestling status by one (from free standing to clinching, for example) or raise their own status by one.

Each successful unarmed attack while wrestling allows the attacker to either raise their wrestling status by one position or lower their opponent's status by one position. FOR EXAMPLE, two characters are wrestling. The attacker has a wrestling status of clinching while the defender has a status of takedown. On the defender's turn, they make a successful unarmed attack against their foe and choose to lower their opponent's status to takedown as well.

A pinned character is helpless to defend

themselves (see defenseless characters below).

Defenseless Characters

Defenseless characters, not to be mistaken with characters with a defense of 0 or less, are PCs or NPCs in a position that prohibits them from defending themselves. When a character is unconscious (see page XYZ) or pinned from wrestling, they are considered defenseless.

Defenseless characters can be killed instantly by anyone who is wielding a weapon.

Elevation (Optional)

Attacking from a physically higher position can provide a bonus to combat for characters. For every 1 space a character's head is above their opponent's, they receive a +1 to all attacks against that character up to a maximum of +3. FOR EXAMPLE, a human (who is 2 spaces tall), standing on a ledge 1 space higher than their opponent would receive a +1 to their attack. However, a dushraki (who is only 1 space tall) standing on the same ledge against a reptoid (who is 3 spaces tall) would still be at a disadvantage to the reptoid since the reptoid would still be taller.

The opposite of this effect is also true. That is, characters who are 1 or more spaces lower than another character suffer a -1 penalty for each space lower their heads are in relation to their opponent's. FOR EXAMPLE, the same dushraki would attack with a -1 penalty since they would not be the same height as the reptoid (despite the 1 space high ledge). Characters cannot melee attack a target two or more spaces higher than they are unless their weapon has reach.

Cover (Optional)

When attacked, a character may receive a defense bonus if they are considered behind cover. There are three types of cover:

1. Full Cover (blocks line of sight)
2. Partial Cover (+2 defense)
3. No Cover

A character that is being attack who has partial cover receives a +2 defense. If an attacker is targeting a character or object from behind partial cover, the target receives +2 defense. FOR EXAMPLE, an underwater attacker would have partial cover gaining +2 defense. However, because the attacker is behind partial cover, their target receives a +2 defense from their attacks as well.

Prone (Optional)

A character may lay flat on their stomach (in a prone position) as a free action. When prone, a character receives +2 defense vs ranged attacks, but a -2 defense vs melee attacks. Standing up from prone is a standard action.

Advanced Combat Damage (Optional)

If the GM's wishes, players can use an advanced form of combat rules when dealing damage. Additional effects may apply to the defender when receiving damage.

If an attacker deals 1-2 damage to the defender, no additional effects are suffered and damage is dealt normally. However, if 3 damage is dealt, the defender suffers 1 stun counter (page XYZ). If 4 damage is dealt, the defender suffers 1 bleed counter. If 5 or more damage is dealt, they suffer a permanent injury (loss of limb, major scar, loss of sight, etc.).

Advanced Combat Damage

Damage	Effect
1-2	—
3	Stun 1
4	Bleed 1
5+	Permanent Injury (lost limb, blindness)

Advanced Combat Defense (Optional)

At the GM's discretion, players may use an advanced form of combat rules when defending. The defender may perform certain actions depending on how much the attacker failed their attack.

If an attacker's attack is 1-2 points less than the defender's defense, no additional effects occur. However, if the attack is 3 points less than the defender's defense, the attacker falls down into a prone position (see page XYZ). If the attack is 4 points less than the defense, the defender parries the attack causing the attacker to direct all attack and damage to an adjacent target that character would consider an ally. If no ally is adjacent to the attacker, the attacker attacks themselves. If the

attack is 5 or more points less than the defense, the defender may make a free attack that must target the attacker. This counterattack cannot use the advanced combat damage or defense rules.

Advanced Combat Defense

Damage	Effect
1-2	—
3	Fall/Knock Down
4	Parry
5+	Counterattack

Starship Combat

Battle in space unfolds very similarly as normal combat with a few exceptions. When a starship is in a battle, combat takes place on two different maps simultaneously: a stellar map where the starship cruises around outer space and a local map where the characters can move around the starship.

Before a starship weapon can be used, it must be fully charged. Each weapon has an individual charge time that must elapse before the weapon is charged. Once a weapon is charged, it can be used. Immediately after its use the weapon will need to charge again before being used.

To use a starship weapon, the character using the weapon's control system must announce what they're targeting. If they're targeting a structure with rooms, they must specify which room they wish their weapons to fire upon. FOR EXAMPLE, an adventurer may choose to target the room of a starship that has the life support system. If that weapon had the possibility to cause fires, it would be possible the LSS could catch fire.

If 1 or more points of damage is dealt to a room with a system in it, the attacker should roll 2d6 for each occupying system: on a 2-5 that system is broken. A broken system can be repaired with a successful trade craft (repair/improve) ability test.

In starship combat, all characters take their turn before the vehicles move and perform any actions (such as firing their weapons).

Part VII: Foes

Any creature, character or monster that is unfriendly or dangerous to an adventurer is referred to as a **Foe**. Foes may be tame, wild, intelligent or blunt. Foes can be a part of a fantastical or science-fiction world, or something of your own creation.

Listed below in alphabetical order are examples of foe that characters may face on their adventures. This list should not be thought of as exhaustive but instead just a sample of what you can create for your own campaign.

NPC Details

Foe Name: If an asterisk ("*") is next to the name of a foe, it indicates a special or magical weapon is needed to deal damage to it. Use caution when choosing these foes, as they are difficult to defeat.

LEVEL: This number represents the general difficulty of defeating the foe. A foe's level is only a guide. A GM may consider having a high leveled foe fight lower leveled characters, but if done there should be less of the foe's than normal. As a general rule, it is useful to limit foes to no more than 2 levels higher than the levels of the adventuring party. FOR EXAMPLE, a 3rd leveled foe may encounter a 1st level party, but only in a small quantity.

Primary Traits: Like player characters, foes have the primary traits of strength, perception, intelligence, dexterity, charisma and health. These traits are used in the same way player characters might use them to perform abilities are determine secondary traits as listed below (see page XYZ for details on primary traits).

Defense: This number works in the same way a player character's defense works (see page XYZ). Defense is the amount of damage neglected or ignored when a character attacks the foe. FOR EXAMPLE, an attack of 10 would be reduced to 3 if a foe had a defense of 7 ($10 - 7 = 3$). The higher the number, the better.

Defense is the sum of a foe's dexterity and armor toughness. FOR EXAMPLE, a foe with dexterity 5 and an armor toughness 6 would have a defense 11 ($5 + 6 = 11$).

Saves: Each foe has numbers representing the three types of saves they can have: fortitude save, reflex save and will save. Saves are used in the same manner that player characters use them. See page XYZ for details on saves.

Health Points: Health points represent the amount of damage a foe can sustain. When a foe's HP is 0 or less, they suffer a dying condition (see page XYZ for details on conditions). The number of health points represent the number of XP awarded to the party for defeating the foe. XP is always divided by the number of characters who participated in defeating the foe. See page XYZ for details

on experience points.

Stamina Points: SP are used in the same way that PCs may use them. Stamina points can be spent on equipment abilities, talents, magic or to increase their movement points by 1 for each SP spent. Optionally, a foe can choose to spend 1 stamina point to gain 1 power point until end of turn.

Movement: This is the number of spaces the foe can move as a standard action during combat. To determine how many spaces a foe can move during 1 minute, multiply the MV by 10. To find the number of spaces moved during a round, hour or on an overland map, see page XYZ.

Attack: Attack is both a description of the type of attack the foe can use as well as the attack trait number. The attack type will be either melee or ranged followed optionally by a description of the attack (such as "claws", "bite" or "crush"). The attack trait works the same way a player character's attack works (see page XYZ). Attack is the amount of damage inflicted from any weapons (including claws, teeth and other "natural" offenses) and the foe's strength or perception for melee or ranged attacks, respectively. FOR EXAMPLE, a foe with strength 3 and claws with a damage 3 would have a melee attack of 6 ($3 + 3 = 6$).

Foes always make a standard roll when attacking and add or subtract any positive or negative modifiers to their attack number. See page XYZ for details on combat.

Number Appearing: This number represents the suggested number of a that foe type which will appear when encountered by a party. There are two factors that effect the number foes appearing: whether the encounter happens when indoors or outdoors. The first number listed represents the number of foes that will appear when encountered indoors while the second number represents the number of foes that will appear when encountered outdoors. FOR EXAMPLE, a number appear of "3 indoors, 5 outdoors" means that 3 foes will appear when encountered in indoor settings. If the encounter were to happen in an indoor setting, 5 foes would appear instead.

The ratio in brackets represents how many foes of that type must appear for every 1 **Elite** version of a foe to appear. Elite foes are similar to their normal counterparts except they are usually more deadly or more difficult to defeat. The differences between normal and elite foes is listed in the description section of each foe. FOR EXAMPLE, a [1:10] ratio would mean that 1 elite foe would appear for every 10 normal ones that appear.

Foes

TREASURE: Treasure type is a letter that represents the classification of treasure the foe may be guarding, hording or carrying with them. Not all foes carry treasure. Unintelligent foes, for example, often carry very little with them. However monstrous foes may have recently killed a human or human-like person and have the victim's treasures nearby. Typically, a foe will have more treasure at their home or lair rather than carrying with them.

Use the treasure type listed for a foe to determine the amount of treasure they're carrying on page XYZ.

Alignment (Optional): If using the optional alignment rule listed on page XYZ, use the alignment points listed to give a generalization of how "good" or "evil" a particular foe appears. This is used when making reaction rolls (page XYZ) or playing out the behavior of the character.

Foes List (Alphabetical)

Animal, Herd

STRENGTH:	9	FORTITUDE:	9
PERCEPTION:	5	REFLEX:	5
INTELLIGENCE:	1	WILL:	1
CHARISMA:	2	DEXTERITY:	5
ATTACK:	11 (butt), 12 (bite) or 13 (kick)	DEFENSE:	8
HEALTH/XP:	6-24 (M-L)	ALIGNMENT:	0
MOVE:	12	LEVEL:	1-4
NO.	0/16 (1:4)	TREASURE:	—
APPEARING:			

DESCRIPTION: Wild grazing animals such as caribou, deer, elk, oxen, moose or even wild goat. Can be hunted for morsels and meals (see page XYZ).

Below is a list of sample herd animals that can be encountered during an adventure:

Animal Type	HP	Attack
Antelope, Deer, Goat (M)	6	11
Wild Horse, Zebra (L)	12	12
Caribou, Oxen (L)	18	12
Elk, Moose, Cattle (L)	24	13

Most herd animals are either female or young. Young herd animals have ½ the HP as normal. When attacked, if the herd is 16 members or greater, roll 2d6. On a roll of 6-8 the herd runs towards the disturbance dealing (10 + roll) damage to anyone trampled.

ELITE: +6 HP.

Bear, Black

STRENGTH:	13	FORTITUDE:	13
PERCEPTION:	6	REFLEX:	6
INTELLIGENCE:	1	WILL:	1
CHARISMA:	3	DEXTERITY:	6
ATTACK:	15 (claw), 16 (bite)	DEFENSE:	10
HEALTH/XP:	24 (M)	ALIGNMENT:	0
MOVE:	6	LEVEL:	2
NO.	2/2 (1:4)	TREASURE:	—
APPEARING:			

DESCRIPTION: Bears are infamous amongst adventurers and travelers. Black bears are omnivores that prefer not to fight, but have been known to raid camps looking for snacks such as fresh fish. They will fight to the death protecting their young.

If a black bear successfully attacks target character twice in one turn (dealing at least 1 damage with each attack), the bear can make a free attack:

- Hug Attack: Attack 9

ELITE: +5 Will.

Cat, Lion

STRENGTH:	10	FORTITUDE:	10
PERCEPTION:	6	REFLEX:	6
INTELLIGENCE:	1	WILL:	1
CHARISMA:	3	DEXTERITY:	8
ATTACK:	13 (claw), 15 (bite)	DEFENSE:	8
HEALTH/XP:	30 (L)	ALIGNMENT:	0
MOVE:	8	LEVEL:	3
NO.	2/4 (1:4)	TREASURE:	—
APPEARING:			

DESCRIPTION: Predator animals that prefer to hunt herd animals. Will usually avoid characters unless driven by starvation or no escape. Very inquisitive creatures that don't venture far into caves. They will chase fleeing prey.

ELITE: +2 Attack

Cat, Mountain Lion

STRENGTH:	10	FORTITUDE:	10
PERCEPTION:	6	REFLEX:	6
INTELLIGENCE:	1	WILL:	1
CHARISMA:	3	DEXTERITY:	8
ATTACK:	12 (claw), 13 (bite)	DEFENSE:	11
HEALTH/XP:	20 (M)	ALIGNMENT:	0
MOVE:	7	LEVEL:	2
NO. APPEARING:	2/2 (1:4)	TREASURE:	—

DESCRIPTION: A tawny furred great cat that lives in mountainous regions but occasionally will wander into forests and deserts. A curious species that will wander far into caves or dungeons.

ELITE: +3 Intelligence, +4 HP

Cat, Saber-tooth

STRENGTH:	10	FORTITUDE:	10
PERCEPTION:	6	REFLEX:	6
INTELLIGENCE:	1	WILL:	3
CHARISMA:	3	DEXTERITY:	8
ATTACK:	14 (claw), 16 (bite)	DEFENSE:	13
HEALTH/XP:	48 (L)	ALIGNMENT:	0
MOVE:	7	LEVEL:	4
NO. APPEARING:	2/2 (1:4)	TREASURE:	—

DESCRIPTION: An ancient species, saber-tooth tigers have large fangs protruding from their jaws, which is where their name came from. The largest of the great cats, saber-tooth tigers are extremely rare.

ELITE: +3 Move

Centaur

STRENGTH:	9	FORTITUDE:	9
PERCEPTION:	6	REFLEX:	6
INTELLIGENCE:	4	WILL:	4
CHARISMA:	5	DEXTERITY:	7
ATTACK:	12 (hooves), 9 (short bow)	DEFENSE:	12
HEALTH/XP:	24 (L)	ALIGNMENT:	5 Good
MOVE:	9	LEVEL:	4
NO. APPEARING:	0/11 (1:7)	TREASURE:	S

DESCRIPTION: Half human, and half horse, a centaur is a large creature with the torso, head and arms of a man but the body and legs of a horse. They are of fair intelligence and prefer to live amongst forests and thickets in small tribes. The female and young centaurs prefer to stay in the lair and will attempt to escape if attacked. If forced to attack, they will fight to the death. Young centaurs have ½ the stats as adult centaurs, for combat purposes.

RIDE/CARRY: Treat encumbrance the same as a Riding Horse (page XYZ)

ELITE: Dark Vision, +2 HP, +1 Attack, +2 🍀

Crocodile

STRENGTH:	9	FORTITUDE:	9
PERCEPTION:	6	REFLEX:	6
INTELLIGENCE:	1	WILL:	1
CHARISMA:	1	DEXTERITY:	6
ATTACK:	13 (bite)	DEFENSE:	11
HEALTH/XP:	12 (M)	ALIGNMENT:	0
MOVE:	4	LEVEL:	1
NO. APPEARING:	0/4 (1:5)	TREASURE:	—

DESCRIPTION: Crocodiles are sometimes found in underground rivers and seas, but are most commonly found in tropical and sub-tropical areas such as swamps and rivers.

Crocodiles walk awkwardly on land and prefer to stay near water where they will float for hours just above the surface. Because of this, they can easily be mistaken for logs. They will attack creatures in the water if hungry or sense blood nearby. Crocodiles can grow to be 3 spaces long.

Foes

ELITE: +24 HP, +4 Attack

Doppelganger

STRENGTH:	6	FORTITUDE:	6
PERCEPTION:	7	REFLEX:	7
INTELLIGENCE:	6	WILL:	6
CHARISMA:	6	DEXTERITY:	6
ATTACK:	12 (bite)	DEFENSE:	11
HEALTH/XP:	12 (M)	ALIGNMENT:	5 Evil
MOVE:	4	LEVEL:	4
NO. APPEARING:	3/3 (1:20)	TREASURE:	D

DESCRIPTION: Doppelgangers are skinny, hairless humanoid creatures with rubbery skin. Because of their magical abilities, they like to imitate other characters. If they can, they will attempt to turn into their victims before killing them without alerting their party. From there, they merge with the party as the character they killed.

ABILITIES: Immunity from *Sleep* and *Charm*, +4 Saves vs Magic

MAGIC: *Polymorph Self*, *Receive Telepathy*, Gain 2● per day

ELITE: +2●

Dragon

STRENGTH:	11	FORTITUDE:	11
PERCEPTION:	5	REFLEX:	5
INTELLIGENCE:	5	WILL:	5
CHARISMA:	6	DEXTERITY:	5
ATTACK:	20 (bite), 13 (claw, kick, wing and tail), see below	DEFENSE:	12
HEALTH/XP:	36 (L)	ALIGNMENT:	0
MOVE:	5 (walk), 12 (fly)	LEVEL:	5
NO. APPEARING:	2/2 (1:10)	TREASURE:	T

DESCRIPTION: A dragon is a large winged reptile creature of ancient origins. Dragons are 1 of 6 (on a 1d6) intelligent enough to talk common. When a dragon is encountered, roll 2d6: on a 2-6, the dragon is sleeping. A sleeping dragon

automatically loses initiative and can be attacked freely with a +4 Attack the first turn of combat after which it will awaken.

ABILITIES: ➡: Deal fire damage equal to the dragon's current HP to Area 8x3 adjacent to the it's head. This ability may only be used 3 times per day.

➡: Gain the *Fly* condition (see page XYZ).

MAGIC: Gain ● per day

ELITE: +54 HP, +4 Attack, +2 Intelligence, +1 Move (walk), +3 Move (fly)

Dwarf

STRENGTH:	6	FORTITUDE:	6
PERCEPTION:	4	REFLEX:	4
INTELLIGENCE:	5	WILL:	5
CHARISMA:	3	DEXTERITY:	5
ATTACK:	9 (axe)	DEFENSE:	11
HEALTH/XP:	6 (S)	ALIGNMENT:	5 Good
MOVE:	3	LEVEL:	1
NO. APPEARING:	23/3 (1:20)	TREASURE:	S/D/S

DESCRIPTION: Dwarves are short, stocky demi-humans with long, respectable beards and heavy stout bodies. They are usually found under the earth where they carve out their homes. Dwarves prefer to stay in tribes, but may be encountered on a war or mining expedition. Dwarves will attack 1st level characters and goblins automatically.

As long as at least one elite dwarf is alive, all other dwarves will fight to the death.

ELITE: +2 Will, Wields a magical weapon (see page XYZ)

Elf

STRENGTH:	6	FORTITUDE:	6
PERCEPTION:	4	REFLEX:	4
INTELLIGENCE:	6	WILL:	6
CHARISMA:	4	DEXTERITY:	6
ATTACK:	8 (dagger), 7 (short bow)	DEFENSE:	11
HEALTH/XP:	6 (M)	ALIGNMENT:	10 Good
MOVE:	6	LEVEL:	1
NO. APPEARING:	2/25 (1:15)	TREASURE:	S

DESCRIPTION: Elves are graceful, slender demi-humans with delicate features and pointy ears. They rarely visit cities of men. Elves are fascinated by magic and never grow weary of collecting spells or magic items.

As long as at least one elite elf is alive, all elves have a +2 will when making a morale test.

MAGIC: Gain  per day

ELITE: +18 HP, +2 Will when making a morale test, Wields a magical weapon (see page XYZ)

ELITE: +12 HP, heals 1d6 HP per minute, wields a magical weapon (see page XYZ)

Fish, Giant

STRENGTH:	4	FORTITUDE:	4
PERCEPTION:	6	REFLEX:	6
INTELLIGENCE:	1	WILL:	1
CHARISMA:	1	DEXTERITY:	1
ATTACK:	6 (bite)	DEFENSE:	6
HEALTH/XP:	12 (L)	ALIGNMENT:	0
MOVE:	6 (swim)	LEVEL:	1
NO. APPEARING:	0/5 (1:5)	TREASURE:	—

DESCRIPTION: A shy fish that will attack only if food of weight 5 or more is dangled in the water nearby. If killed and eaten, they will provide 3d6 meals if a cooking kit is used and a successful trade skill (cooking) ability test is performed. Otherwise, the meat will be poisonous and spoil after 3d6 x 2 hours.

ELITE: +5 Dexterity, +6 HP, +2 Move (swim)

Felidae

STRENGTH:	4	FORTITUDE:	4
PERCEPTION:	8	REFLEX:	8
INTELLIGENCE:	3	WILL:	4
CHARISMA:	7	DEXTERITY:	9
ATTACK:	10 (claw), 11 (short bow)	DEFENSE:	15
HEALTH/XP:	6 (M)	ALIGNMENT:	5 Evil
MOVE:	6	LEVEL:	2
NO. APPEARING:	1/18 (1:9)	TREASURE:	S

DESCRIPTION: Felidaens are several sub-races of feline demi-humans. They are large bi-pedal humanoids with feline head, claws, fur and tail. The colors and markings of their fur can vary greatly from one of a tiger, lion or leopard. Their focus and courage in battle are known in far off lands.

As long as at least one elite felidaen is alive, all other felidaens gain +3 Will when making a morale test.

MAGIC: Gain  per day

Gargoyle*

STRENGTH:	7	FORTITUDE:	7
PERCEPTION:	5	REFLEX:	5
INTELLIGENCE:	3	WILL:	6
CHARISMA:	3	DEXTERITY:	3
ATTACK:	9 (claw), 10 (bite), 9 (horn)	DEFENSE:	8
HEALTH/XP:	24 (L)	ALIGNMENT:	20 Evil
MOVE:	4 (walk), 8 (fly)	LEVEL:	4
NO. APPEARING:	3/5 (1:5)	TREASURE:	S

DESCRIPTION: A chaotic construct (a creature magically formed from objects) created by magic wielders, gargoyles used for various tasks—such as guarding a treasure or liar. They have horns, fangs, claws and bat-like wings. They are hideous beasts with a skin that looks to be made of stone. Gargoyles are cunning and patient—willing to watch over or guard an area for years because they do not need to eat or drink. Gargoyles are very territorial and will often attack anything that encroaches within their domain.

Foes

ABILITIES: Can only be damaged by magical weapons. Immunity from *Sleep* and *Charm*.

👉: Gain the *Fly* condition (see page XYZ).

RIDE/CARRY: Treat encumbrance the same as a Donkey / Mule (page XYZ)

ELITE: +10 Evil AP, +2 Attack, +2 Defense

Ghoul

STRENGTH:	6	FORTITUDE:	6
PERCEPTION:	7	REFLEX:	7
INTELLIGENCE:	2	WILL:	3
CHARISMA:	6	DEXTERITY:	7
ATTACK:	8 (claw), 10 (bite)	DEFENSE:	11
HEALTH/XP:	24 (M)	ALIGNMENT:	25 Evil
MOVE:	4	LEVEL:	2
NO.	3/9 (1:18)	TREASURE:	—
APPEARING:			

DESCRIPTION: Ghouls are undead, hideous beast-like creatures who will attack and eat any living thing though they will resort to eating carrion when living prey are not found. They hold no real memory of their former lives and possess only the basic of intelligence and do not talk. Ghouls tend to live in graveyards and cluster in empty tombs.

ABILITIES: 1★: If you dealt 1 or more damage to target character, that character must make a will save: if failed, they suffer 2 Stun counters.

Each turn Ghoul is exposed to sunlight: Will Save: If failed, take 1 Fear counter

ELITE: +2 Attack

Gnome

STRENGTH:	5	FORTITUDE:	5
PERCEPTION:	4	REFLEX:	4
INTELLIGENCE:	5	WILL:	5
CHARISMA:	4	DEXTERITY:	5
ATTACK:	6 (throwing hammer)	DEFENSE:	10
HEALTH/XP:	6 (S)	ALIGNMENT:	10 Good
MOVE:	3	LEVEL:	1
NO.	24/4 (1:20)	TREASURE:	S
APPEARING:			

DESCRIPTION: Gnomes are small, wiry tinkerers who live underground. They are great mechanics and inventors, and are known for their knowledge and eccentric behaviors.

ABILITIES: Darkvision

MAGIC: Gain 1🍀 per day

As long as at least one elite gnome is alive, all other gnomes gain +2 Will when making a morale test.

ELITE: +12 HP, +4 Attack, +1★, +1d6 gnome bodyguards each with +6 HP and +1 Attack

Goblin

STRENGTH:	5	FORTITUDE:	6
PERCEPTION:	4	REFLEX:	4
INTELLIGENCE:	5	WILL:	4
CHARISMA:	3	DEXTERITY:	3
ATTACK:	7 (dagger), 4 (sling)	DEFENSE:	7
HEALTH/XP:	5 (S)	ALIGNMENT:	15 Evil
MOVE:	4	LEVEL:	1
NO.	33/9 (1:18)	TREASURE:	S
APPEARING:			

DESCRIPTION: Goblins are small, ugly humanoids with misshapen teeth and pointy ears. They mostly live underground and despise the day light. At night, they have been known to send out patrols to attack and pillage poorly-defended parties. Goblins hate dwarves and will attack them on sight.

When goblins are encountered outdoors, roll 2d6: on a roll of 2-5, every 4th goblin will be riding a dire wolf.

ABILITIES: Darkvision

Each turn Goblin is exposed to sunlight:: -1 Attack

As long as at least one elite goblin is alive, all other goblins gain +3 Will when making a morale test.

MAGIC: Gain 1 per day

ELITE: +12 HP, +3 Attack, +1★, +2d6 gnome bodyguards each with +6 HP and +1 Attack, elite and bodyguards are not effected by sunlight

Griffin

STRENGTH:	9	FORTITUDE:	9
PERCEPTION:	6	REFLEX:	6
INTELLIGENCE:	2	WILL:	2
CHARISMA:	4	DEXTERITY:	4
ATTACK:	11 (claws), 14 (bite)	DEFENSE:	9
HEALTH/XP:	42 (L)	ALIGNMENT:	0
MOVE:	6 (walk), 18 (fly)	LEVEL:	4
NO. APPEARING:	1/5 (1:18)	TREASURE:	–

DESCRIPTION: A griffin is a large creature with the body, tail, and back legs of a lion; the head and wings of an eagle; and an eagle's talons as its front feet. Their favored prey are horses. Whenever a griffin is within 12 spaces of a horse, it must make a reaction roll: an aggressive or hostile reaction results in it attacking the horse until the horse is dead or the griffin is persuaded otherwise.

Griffins can be tamed if captured at a young age. Tamed griffins serve and loyal mounts; but still must make reaction rolls when horses are nearby.

ABILITIES: 🐉: Gain the *Fly* condition (see page XYZ)

RIDE/CARRY: Treat encumbrance the same as a War Horse (page XYZ)

ELITE: +2 Move (walk), +3 Intelligence, +3 Defense vs Melee

Harpy

STRENGTH:	5	FORTITUDE:	5
PERCEPTION:	6	REFLEX:	6
INTELLIGENCE:	3	WILL:	2
CHARISMA:	8	DEXTERITY:	8
ATTACK:	7 (claw), 8 (crossbow)	DEFENSE:	11
HEALTH/XP:	18 (M)	ALIGNMENT:	20 Evil
MOVE:	3 (walk), 8 (fly)	LEVEL:	3
NO. APPEARING:	3/5 (1:10)	TREASURE:	S

DESCRIPTION: Harpies are evil creatures that who's lower body is that of a large hawk and their torso and head of a hideous-looking woman. Harpies prefer to mesmerize their victims with song and spell, beckoning them to their deaths.

Harpies build their nests in hard-to-find locations but not far from humanoid habitation or trade routes. Harpies attempt to lure their victims to their death, but if they are not able to capture any prey they simply move on to a new location.

ABILITIES: 🐉: Gain the *Fly* condition (see page XYZ)

MAGIC: *Charm* (this spell can be ignored with a successful will save), Gain 2 per day

RIDE/CARRY: Treat encumbrance the same as a Pony (page XYZ)

ELITE: +10 HP, +2●

Hobgoblin

STRENGTH:	6	FORTITUDE:	6
PERCEPTION:	4	REFLEX:	4
INTELLIGENCE:	5	WILL:	5
CHARISMA:	4	DEXTERITY:	6
ATTACK:	8 (cestus)	DEFENSE:	10
HEALTH/XP:	(M)	ALIGNMENT:	10 Evil
MOVE:	4	LEVEL:	1
NO. APPEARING:	3/14 (1:10)	TREASURE:	S

DESCRIPTION: Hobgoblins are a meaner, bigger relative to goblins. They live underground but have been known to hunt wastelands and rough, rugged wilderness (both during day and night).

Foes

As long as at least one elite hobgoblin is alive, all other hobgoblins gain +2 Will when making a morale test.

MAGIC: Gain 1  per day

ELITE: +18 HP, +5 Attack, +1d6 hobgoblin bodyguards each with +12 HP

Human

STRENGTH:	5	FORTITUDE:	5
PERCEPTION:	5	REFLEX:	5
INTELLIGENCE:	5	WILL:	5
CHARISMA:	5	DEXTERITY:	5
ATTACK:	10 (polearm)	DEFENSE:	11
HEALTH/XP:	5 (M)	ALIGNMENT:	0
MOVE:	6	LEVEL:	1
NO. APPEARING:	3/14 (1:10)	TREASURE:	S

DESCRIPTION: Humans are curious, resourceful and courageous. Most humans encountered in dangerous places are either adventurers or infantry troops wielding polearms in massed groups.

When humans are encountered outdoors, roll 2d6: on a roll of 2-5, every 4th human will be riding a riding horse.

As long as at least one elite human is alive, all other humans gain +3 Will when making a morale test.

ELITE: +6 HP, wields a magical weapon, +2d6 bodyguards each with +4 HP

Hydra, Sea

STRENGTH:	8	FORTITUDE:	8
PERCEPTION:	5	REFLEX:	5
INTELLIGENCE:	1	WILL:	4
CHARISMA:	4	DEXTERITY:	4
ATTACK:	13 (bite)	DEFENSE:	9
HEALTH/XP:	6 per head (L)	ALIGNMENT:	0
MOVE:	3 (walk), 6 (swim)	LEVEL:	5
NO. APPEARING:	1/1 (1:5)	TREASURE:	10%/H/H

DESCRIPTION: Hydras are large dragon-like creatures with multiple heads. Sea hydras have large fins in place of legs for swimming in water. A hydra can have 5-12 heads (GM's

discretion). Each head has 6 HP. Every 6 damage Hydra suffers will result in the destruction of 1 head. For example, a hydra that suffered 18 damage would lose 3 heads.

ABILITIES: After performing combat actions for one head, all other heads of Hydra may attack up to twice per turn as a free action.

ELITE: Regenerate 3 HP per turn. A destroyed head that is regenerated increases Hydra's maximum HP by 6 points. Hydra will have 1 head for every 6 HP (this may result in Hydra growing additional heads) Damage caused by fire will not be regenerated.

Insect Swarm

STRENGTH:	1	FORTITUDE:	1
PERCEPTION:	5	REFLEX:	5
INTELLIGENCE:	0	WILL:	3
CHARISMA:	1	DEXTERITY:	9
ATTACK:	See below	DEFENSE:	12
HEALTH/XP:	18 (L)	ALIGNMENT:	0
MOVE:	1 (walk), 3 (fly)	LEVEL:	3
NO. APPEARING:	1/2 (1:4)	TREASURE:	—

DESCRIPTION: An insect swarm is not a single creature but rather a swarm of creatures. Swarms can be made of insects that walk (ants, centipedes or spiders), fly (bees or wasps) or both (beetles and locusts). A swarm engulfs a Volume 3 space.

ABILITIES: Instead of making an attack roll, target character within the swarm's space automatically suffers damage. Characters wearing armor with toughness 5 or greater suffer 2 damage per turn. Characters wearing armor with toughness 4 or less suffer 4 damage per turn. Defending characters who make a successful reflex save take ½ damage.

 Gain the *Fly* condition (see page XYZ)

If attacked: Insect Swarm will pursue their attackers and gain +3 morale.

For every turn Insect Swarm is exposed to water or fire it suffers damage as if being burned.

ELITE: If Insect Swarm dealt at least 1 point of damage, the defending player suffers 1 confusion counter (see page XYZ).

Kitsune

STRENGTH:	3	FORTITUDE:	3
PERCEPTION:	5	REFLEX:	5
INTELLIGENCE:	5	WILL:	5
CHARISMA:	7	DEXTERITY:	7
ATTACK:	5 (bite), 8 (short bow)	DEFENSE:	10
HEALTH/XP:	12 (M)	ALIGNMENT:	5 Evil
MOVE:	3	LEVEL:	1
NO. APPEARING:	4/6 (1:6)	TREASURE:	S

DESCRIPTION: Kitsunes, also known as foxfolk, are demi-humans with the body of a man and the head, claws, fur and tail of a fox. Kitsune have a love for trickery and deception. They delight in the arts, especially riddles and storytelling.

MAGIC: *Polymorph Self*, Gain 1☾ 1☿ per day

ELITE: +3 Movement Points, +2 Stealth, +4 HP

Lizard, Giant

STRENGTH:	6	FORTITUDE:	6
PERCEPTION:	7	REFLEX:	7
INTELLIGENCE:	1	WILL:	0
CHARISMA:	3	DEXTERITY:	7
ATTACK:	10 (bite)	DEFENSE:	12
HEALTH/XP:	19 (M)	ALIGNMENT:	0
MOVE:	6	LEVEL:	3
NO. APPEARING:	3/5 (1:3)	TREASURE:	—

DESCRIPTION: Giant lizards are 2 space long reptiles that have a pale blue skin with brown mottled spots. They're mostly nocturnal preferring to hunt at night by climbing to a high locate and falling onto their prey.

ABILITIES: +3 Climb, +1 Swim

ELITE: 9 Attack (tail swing) with Reach 1, +10 HP

RIDE/CARRY: Treat encumbrance the same as a Pony (page XYZ)

Lizardman

STRENGTH:	6	FORTITUDE:	6
PERCEPTION:	5	REFLEX:	5
INTELLIGENCE:	4	WILL:	8
CHARISMA:	5	DEXTERITY:	5
ATTACK:	11 (polearm), 8 (sling)	DEFENSE:	10
HEALTH/XP:	13 (M)	ALIGNMENT:	0
MOVE:	3	LEVEL:	2
NO. APPEARING:	5/21 (1:7)	TREASURE:	H

DESCRIPTION: Lizardfolk are water-dwelling humanoids with the body of a man and the head, claws, scaly hide and tails of a lizard or serpent. Most are a drab green or brown color, while others can be dramatically colorful: bright reds, yellow, blues and greens, like some other reptiles and serpents.

Lizardfolk are constantly hunting for food and often times capture adventurers to take them back to their liar and eat them as a feast. However, because lizard men are semi-intelligent, they can sometimes be reasoned with unless their hunger is too strong.

When lizardfolk are encountered roll 2d6: on a roll of 11-12, every elite lizardman speaks common.

As long as at least one elite lizardman is alive, all other lizardfolk gain +1 Will when making a morale test.

ABILITIES: +1 Attack when using the polearm

ELITE: Gain 1☾ 1☿ per day, +2 Attack, +3 HP, +1 Defense vs Melee

Foes

Medusa

STRENGTH:	5	FORTITUDE:	5
PERCEPTION:	6	REFLEX:	6
INTELLIGENCE:	6	WILL:	6
CHARISMA:	7	DEXTERITY:	7
ATTACK:	8 (snakebite), 9 (short bow)	DEFENSE:	9
HEALTH/XP:	26 (M)	ALIGNMENT:	20 Evil
MOVE:	4	LEVEL:	4
NO. APPEARING:	2/3 (1:5)	TREASURE:	D

DESCRIPTION: Medusas are female gorgons with the torso, head and arms of a woman, but the lower body of a giant serpent. Medusas have dozens of venomous snakes attached to their heads in place of hair. A medusa is extremely magical, causing any character who looks upon a medusa to turn to stone permanently unless they succeed at a will save. However, if a character looks at a medusa through a reflection (such as a mirror) there is no effect. If a medusa sees her own reflection she must succeed at a will save or be turned to stone.

Attacks targeting a medusa from a character who is attempting to not look at the medusa are considered blind attacks (see page XYZ for conditions).

ABILITIES: +2 Save vs Magic, if Medusa dealt 1 or more damage with snakebite, defending character suffers 1 poison counter, in addition to any damage dealt.

MAGIC: Gain 4☾ 1● per day

ELITE: May attack 10 times per turn when using snakebite. For each attack that deals 1 or more damage defending player must make a fortitude save: Failure means they receive 1 stun counter (in addition to all other effects of snakebite).

Merman

STRENGTH:	6	FORTITUDE:	6
PERCEPTION:	4	REFLEX:	4
INTELLIGENCE:	5	WILL:	5
CHARISMA:	5	DEXTERITY:	6
ATTACK:	11 (polearm), 8 (dagger)	DEFENSE:	10
HEALTH/XP:	18 (M)	ALIGNMENT:	0
MOVE:	6 (swim)	LEVEL:	3
NO. APPEARING:	0/10 (1:10)	TREASURE:	S

DESCRIPTION: Mermaids are aquatic humanoids that have the upper torso, head and arms of a human but the lower body of a giant fish. Mermen prefer to be armed with tridents (polearm) but may also use a short sword or dagger.

Mermen live in underwater colonies in coastal waters. Each underwater kingdom will have 1d6 x 50 inhabitants made up of mermen, mermaids and aquatic creatures they use as pets, mounts or guards.

ELITE: +12 HP, Gain 2♠ 2♣ per day

Minotaur

STRENGTH:	9	FORTITUDE:	9
PERCEPTION:	5	REFLEX:	5
INTELLIGENCE:	3	WILL:	7
CHARISMA:	4	DEXTERITY:	5
ATTACK:	12 (horn), 12 (bite), 12 (axe)	DEFENSE:	9
HEALTH/XP:	36 (M)	ALIGNMENT:	25 Evil
MOVE:	6	LEVEL:	5
NO. APPEARING:	3/4 (1:8)	TREASURE:	S

DESCRIPTION: Minotaurs are muscular nomadic creatures with the body of a man and the head of a bull. They prefer to live underground in labyrinths or in wide open plains or steppes.

ABILITIES: +2 Attack when using a melee weapon, +3 Defense vs Melee, when making a horn attack, Minotaur may make a free bite attack or visa versa.

ELITE: +12 HP, Gain 2♠ 2♣ per day

Ogre

STRENGTH:	10	FORTITUDE:	10
PERCEPTION:	5	REFLEX:	5
INTELLIGENCE:	3	WILL:	5
CHARISMA:	3	DEXTERITY:	4
ATTACK:	13 (hand axe), 12 (cestus)	DEFENSE:	9
HEALTH/XP:	24 (L)	ALIGNMENT:	20 Evil
MOVE:	4	LEVEL:	4
NO. APPEARING:	3/7 (1:7)	TREASURE:	S

DESCRIPTION: Ogres are large, brutish humanoids that appear lazy and fat but are in fact incredibly strong. Their culture consists mostly of war, violence and feats of strength. They have a disdain for humans.

ABILITIES: +2 Attack when using a melee weapon

ELITE: +8 HP, +2 Intelligence, Gain 4☹ per day

Orc

STRENGTH:	8	FORTITUDE:	8
PERCEPTION:	3	REFLEX:	3
INTELLIGENCE:	4	WILL:	1
CHARISMA:	3	DEXTERITY:	5
ATTACK:	11 (hand axe), 11 (short sword), 13 (pole arm)	DEFENSE:	9
HEALTH/XP:	6 (M)	ALIGNMENT:	25 Evil
MOVE:	6	LEVEL:	1
NO. APPEARING:	5/30 (1:7)	TREASURE:	S

DESCRIPTION: Orcs are hideous-looking demi-humans that carry the appearance between a human and an animal. They are omnivorous and willing to eat almost anything to survive. They prefer to live underground or in dark areas.

Orcs live in tribes that are usually equal in male and female orcs with many offspring. Orcs often are hired as mercenaries for evil leaders.

As long as at least one elite orc is alive, all other orcs gain +3 Will when making a morale test.

ABILITIES: Each turn Orc is exposed to sunlight: -1 Attack, -3 Reaction

ELITE: +9 HP, +2 Attack, Gain 4☹ per day

Pegasus

STRENGTH:	9	FORTITUDE:	9
PERCEPTION:	6	REFLEX:	6
INTELLIGENCE:	5	WILL:	5
CHARISMA:	6	DEXTERITY:	7
ATTACK:	12 (hooves)	DEFENSE:	11
HEALTH/XP:	14 (L)	ALIGNMENT:	20 Good
MOVE:	12 (walk), 24 (fly)	LEVEL:	2
NO. APPEARING:	0/6 (1:12)	TREASURE:	—

DESCRIPTION: A pegasus is an intelligent, winged horse of myth and legend (usually all white in color). Pegasus will often help any character with 1 or more good alignment points (see page XYZ).

ABILITIES: 🐾: Gain the *Fly* condition (see page XYZ)

RIDE/CARRY: Treat encumbrance the same as a Riding Horse (page XYZ)

ELITE: +5 Good Alignment, +3 Defense vs Melee

Pixie

STRENGTH:	6	FORTITUDE:	6
PERCEPTION:	7	REFLEX:	7
INTELLIGENCE:	8	WILL:	7
CHARISMA:	7	DEXTERITY:	7
ATTACK:	8 (dagger)	DEFENSE:	14
HEALTH/XP:	6 (S)	ALIGNMENT:	0
MOVE:	4 (walk), 9 (fly)	LEVEL:	3
NO. APPEARING:	5/50 (1:10)	TREASURE:	S

DESCRIPTION: Pixies are tiny elfin creatures with insect-like wings. They possess detailed knowledge of the forest they live in and will often guide adventurers to lost cities or caverns. Pixies must rest for 1 turn for every 3 turns they're in flight.

ABILITIES: 🐾: Gain the *Fly* condition (see page XYZ)

MAGIC: *Invisibility*, Gain 4☹ per day


ELITE: +6 HP, +2 Movement, +2☹ per day

Foes

Robber Fly

STRENGTH:	3	FORTITUDE:	3
PERCEPTION:	5	REFLEX:	5
INTELLIGENCE:	1	WILL:	1
CHARISMA:	2	DEXTERITY:	6
ATTACK:	7 (bite)	DEFENSE:	10
HEALTH/XP:	12 (S)	ALIGNMENT:	0
MOVE:	4 (walk), 9 (fly)	LEVEL:	2
NO. APPEARING:	3/7 (1:7)	TREASURE:	—

DESCRIPTION: Robbery flies are 1 space long insects that resemble giant bees from a distance due to their black and yellow stripes. They feast on meat and are considered patient hunters that hide in the shadows before they ambush their prey.

ABILITIES:  Gain the *Fly* condition (see page XYZ), Robber Fly may leap 3 spaces and attack as a single standard action.

ELITE: +3 HP, +2 Attack, +3 Movement (fly)

Snake, Sea

STRENGTH:	8	FORTITUDE:	8
PERCEPTION:	6	REFLEX:	6
INTELLIGENCE:	1	WILL:	1
CHARISMA:	1	DEXTERITY:	7
ATTACK:	9 (bite)	DEFENSE:	11
HEALTH/XP:	19 (M)	ALIGNMENT:	0
MOVE:	4	LEVEL:	3
NO. APPEARING:	0/4 (1:4)	TREASURE:	—

DESCRIPTION: Sea snakes are long, legless reptiles that slither through the water. All sea snakes are poisonous. They're usually 2 spaces long, but the GM can make them much longer (+6 HP per additional space).

ABILITIES: If Sea Snake dealt at least 1 point of damage to target defending character, that character must make a fortitude save: if failed, the player is poisoned and will die in 1d6 rounds. Roll 1d6: on a 1-3, the result of the fortitude save will remain secret to the players. On a roll of 4-6 the defending player may know the result of the save.

ELITE: +5 Will, +3 Attack

Spider, Giant

STRENGTH:	5	FORTITUDE:	5
PERCEPTION:	5	REFLEX:	5
INTELLIGENCE:	0	WILL:	0
CHARISMA:	1	DEXTERITY:	8
ATTACK:	12 (bite)	DEFENSE:	12
HEALTH/XP:	19 (M)	ALIGNMENT:	0
MOVE:	3 (walk), 6 (in web)	LEVEL:	3
NO. APPEARING:	2/5 (1:4)	TREASURE:	10%/H/H

DESCRIPTION: Monstrous versions of a normal spider. Common types include black widows with a distinctive red hourglass shape on their backs. Giant Spiders are rarely intelligent and often flee if attacked by fire.

ABILITIES: If Giant Spider deals 1 or more damage to target defender, that character suffers 1 poison counter.

If Giant Spider suffers 1 or more fire damage, Giant Spider must make a Morale test.

Giant Spider may spin a Web sized Volume 2 as a full-turn action once per 5 turns. Any character (other than Giant Spider) occupying the same space as a Web takes 1 entangle counter and suffers -5 Reflex while entangled. Web has 12 HP and 12 Toughness but -10 Toughness vs fire damage. If the web is burned, so is anything entangled in the Web. Web lasts 8 hours before falling apart.

ELITE: +6 HP, +3 Move (in web)

Squid, Giant

STRENGTH:	13	FORTITUDE:	13
PERCEPTION:	6	REFLEX:	6
INTELLIGENCE:	1	WILL:	3
CHARISMA:	1	DEXTERITY:	8
ATTACK:	24 (tentacle), 26 (bite)	DEFENSE:	15
HEALTH/XP:	72 (L)	ALIGNMENT:	0
MOVE:	4 (swim)	LEVEL:	5
NO. APPEARING:	1/1 (1:4)	TREASURE:	—

DESCRIPTION: A voracious creature of the deep that live in oceans and seas. Giant squids are known to topple and sink entire ships and devour the crew.

The giant squid's eight tentacles have 9 HP each.

ABILITIES: If Giant Squid deals 1 or more damage to target defender with a tentacle, that character must make a reflex save: If failed, Giant Squid's tentacles wrap around the character. That character suffers 1 entangle counter.

At the start of Giant Squid's turn, for each character wrapped in it's tentacles with 1 or more entangle counters, Giant Squid can inflict 1 suffocation counter on those characters.

Giant Squid may emit a black inky cloud of size Volume 2 once per minute. All vision within or through the cloud is obscured. Each cloud lasts 1 round.

After performing combat actions for one tentacle, all other tentacles of Giant Squid may attack up to twice per turn as a free action.

ELITE: +4 Move (swim), may shoot a jet of water as a full-turn action for +8 Move (swim) for 1 turn (Giant Squid must move in a straight line when using this ability).

Toad, Giant

STRENGTH:	1	FORTITUDE:	1
PERCEPTION:	7	REFLEX:	7
INTELLIGENCE:	1	WILL:	1
CHARISMA:	2	DEXTERITY:	6
ATTACK:	4 (bite)	DEFENSE:	15
HEALTH/XP:	12 (M)	ALIGNMENT:	0
MOVE:	4	LEVEL:	2
NO.	2/3 (1:3)	TREASURE:	—
APPEARING:			

DESCRIPTION: Giant toads are amphibians the size of a large dog and weighs the same as a human. Giant frogs can change the color of their skin to blend into wood or stone backgrounds. Because of their natural camouflage, giant frogs get +5 to surprise tests.

ABILITIES: Giant Toad may project it's tongue up to 3 spaces away at target character. That character must make a reflex save: If failed, the defender is pulled into the mouth of Giant Toad as an attack. Characters of small size are automatically eaten whole, suffering 1d6 damage per turn they're in Giant Toad's stomach.

ELITE: +6 HP, +5 Will, +6 Move (jump), Gain ●● per day

Troll

STRENGTH:	11	FORTITUDE:	11
PERCEPTION:	4	REFLEX:	4
INTELLIGENCE:	3	WILL:	5
CHARISMA:	3	DEXTERITY:	7
ATTACK:	14 (claws), 16 (bite)	DEFENSE:	13
HEALTH/XP:	39 (L)	ALIGNMENT:	20 Evil
MOVE:	6	LEVEL:	5
NO.	4/4 (1:8)	TREASURE:	S
APPEARING:			

DESCRIPTION: Trolls walk upright but hunched forward with sagging shoulders. Trolls can be staggeringly tall, lanky, and muscular with rubbery blue, green and mottled gray hides.

ABILITIES: If Troll suffers 1 or more fire damage, Troll suffers -2 Morale and must make a Morale test.

🔄: Troll regenerates 2 HP.

ELITE: Gain 8🍖 per day

Werewolf

STRENGTH:	7	FORTITUDE:	7
PERCEPTION:	5	REFLEX:	5
INTELLIGENCE:	5	WILL:	5
CHARISMA:	4	DEXTERITY:	7
ATTACK:	12 (bite)	DEFENSE:	12
HEALTH/XP:	25 (M)	ALIGNMENT:	25 Evil
MOVE:	9	LEVEL:	4
NO.	3/7 (1:7)	TREASURE:	S
APPEARING:			

DESCRIPTION: Lycanthropes are humans who can change into a half-man, half-wolf creature during a full moon. They typically do not wear armor as it interferes with their shapeshifting. Some animals (such as horses) do not like the smell of werewolves and must make a morale test when within 10 spaces of one. Werewolves, when in animal form, can only speak the language of the animal they take.

ABILITIES: Can only suffer damage from magical weapon, silvered weapons or magic (when in wolf form).

Once per hour: Summon 2 wolves.

If Werewolf is attacked by wolfsbane, it must make a Morale test: If failed, Werewolf suffers 1 fear counter.

Foes

If a character loses half or more of their HP in damage from Werewolf, that character suffers 1 lycanthropy counter.

If Werewolf is killed, it reverts to its human form.

Yeti, Abominable

STRENGTH:	13	FORTITUDE:	13
PERCEPTION:	6	REFLEX:	6
INTELLIGENCE:	4	WILL:	3
CHARISMA:	5	DEXTERITY:	5
ATTACK:	16 (claw), 20 (hug)	DEFENSE:	9
HEALTH/XP:	19 (L)	ALIGNMENT:	15 Evil
MOVE:	4	LEVEL:	3
NO. APPEARING:	1/11 (1:5)	TREASURE:	—

DESCRIPTION: Yeti's are massive ape-like creatures with pure white fur. Yeti's live exclusively in mountainous or perpetually snowy areas. Yeti's often create a lair inside a ice or rock cave where they take their prey to before eating.

ABILITIES: If Abominable Yeti deals 1 or more damage to target character, the defending character must make a reflex save: If failed, Abominable Yeti hugs the defender and may perform a hug attack next turn. A hugged character may perform a reflex save as a standard action: If successful, they escape the Abominable Yeti's hug.

ELITE: +7 Initiative when in snowy terrain

instinct to eat the living flesh of their victims. They are often used to guard hordes of treasure or fight as soldiers by a black magic magician.

ABILITIES: Zombies always lose initiative.

Immunity to *Sleep* and *Charm* spells.

ELITE: +12 HP, if an elite Zombie deals 1 or more damage to target defender through its bite, the defending player must make a Fortitude save test: If failed, that character dies in 2d6 hours. After 1d6 minutes that character is re-animated as a zombie which is controllable only by the GM.

Zombie

STRENGTH:	6	FORTITUDE:	6
PERCEPTION:	5	REFLEX:	5
INTELLIGENCE:	0	WILL:	4
CHARISMA:	1	DEXTERITY:	4
ATTACK:	4 (bite), 9 (hand axe)	DEFENSE:	6
HEALTH/XP:	12 (M)	ALIGNMENT:	15 Evil
MOVE:	4	LEVEL:	1
NO. APPEARING:	5/15 (1:5)	TREASURE:	—

DESCRIPTION: Zombies are undead creatures who's bodies have been reanimated due to some black magic or disease. Zombies are mindless and act purely out of

Open Adventure

Character Record Sheet


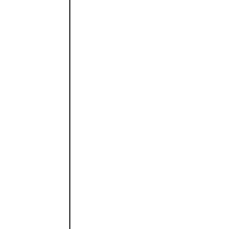












Character's Name: _____

Race: _____ Role: _____

Level: _____ EXP: _____

Age: _____ Factions: _____

Size: _____ Weight: _____

	STRENGTH	_____	_____	
		athletics	jump	
	PERCEPTION	_____	_____	
		traps	lock pick	
	INTELLIGENCE	_____	_____	
		trade skill	knowledge	
	DEXTERITY	_____	_____	<div>  REACTIONS </div> <div>  INITIATIVE </div>
		stealth	pilot / ride	
	CHARISMA	_____	_____	
		presence	diplomacy	
	HEALTH	_____	_____	
		max health	max stamina	
	MAGIC	_____	_____	<div>  ATTACK </div> <div>  DEFENSE </div>
		_____	_____	<div>  </div> <div>  </div>

WEAPON ABILITY ARMOR ABILITY







TALENTS

tactical vigilance overland

MOVEMENT

LANGUAGES

ALIGNMENT

	
REACTIONS	INITIATIVE
	
ATTACK	DEFENSE
	
HEALTH POINTS	STAMINA POINTS

☐ FORTITUDE

☐ REFLEX

☐ WILL

[illegible]

ENCUMBRANCE: _____

GENDER	HAIR	EYE(S)
<hr/>		
<hr/>		

RELIGION	DEITY(S)

ORIGIN

[illegible]

CONDITIONS & INJURIES

[illegible]

_____ S.C.

_____ G.C.