

# Open Adventure

FANTASY & SCI-FI ADVENTURE GAME



INTERMEDIATE RULEBOOK

READ THIS BOOK SECOND!

For any number of players ages 10 and up!



KYLE MECKLEM

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# Open Adventure

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# Part I: Introduction

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**WARNING:** This book has been designed to work with the OPEN ADVENTURE Basic Rulebook (blue cover); it cannot be played without the basic rules and does not explain how to play the OA game. You must have the Basic Rulebook before you can play with this book.

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 enemies 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 two to nine people, though in theory any number of players may participate. Unlike other games, this game does not use a board or actual playing pieces. All that's needed to play are these rules, a couple of six-sided dice, pencil 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.

## “BIEM” Rulebook Series

This book (called the **INTERMEDIATE RULEBOOK**), is a continuation of the OPEN ADVENTURE **BASIC RULEBOOK**, allowing characters to join guilds, develop helpful talents and explore the countryside and possibly even other planets and star systems. Most of the information in this rulebook is new, though some rules expand upon information introduced in the basic rulebook. Therefore, you should first have played the basic rulebook and become familiar with it's rules before proceeding to this intermediate rulebook.

Three other rulebooks are available—each book providing more rules for things such as enduring the elements of the wilderness, constructing your own stronghold, ruling your own dominion and more!

The **GAME MASTER'S RULEBOOK**, (GMR) provides all the details needed to play the OPEN ADVENTURE game. With these rules you can create a fantasy or science-fiction character, explore uncharted frontiers of an imaginary world, uncover lost treasure and have your character battle dangerous enemies.

The GMR should only be read and used by the one player who chooses to take on the role of the game

master. To all other players, the contents of the GMR should remain a secret, so as not to spoil the mysteries that lie within.

The third rulebook in the series is the **EXPERT RULEBOOK** that provides rules pertaining to wilderness survival, food & equipment, tech levels and much more.

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

All the rulebooks in the series form together to create one complete system, known as **BIEM**, for playing a fantasy or science-fiction adventure game. The entire rule-set can be read in one volume known as the **COMPLETE RULEBOOK**.

OA was designed to be modular, allowing you to use all the rules from each rulebook or only part of the rules. If any rules from the intermediate rulebook directly or indirectly contradict rules in the basic rulebook, use the rules in this book instead. Once familiar with the rules, you are encouraged to create your own enemies, treasures, technology and more, using the rules as a guideline.

## How to Use This Book

This rulebook has been divided into six 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 .

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

**PART FOUR: The Adventure**, is filled with useful information for setting out on a grand expedition for all players.

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

**PART SIX: Combat**, deals with running into various monsters or aliens which lead to combat.



## Part II: Character Advancements

In this chapter new skills, talents and character capabilities are discussed and listed. The game master may use any number of the rules listed below, depending on the setting of the adventure or campaign.

### Age

Most adventurers will begin their journey at a young but suitable age. However, if a player wishes to create a character who is younger or older than usual, they should discuss with the game master on an appropriate age for their character, during character creation.

At the GM's discretion, a certain species could have a lifespan anywhere from a few decades to a few centuries. The game master should decide an appropriate number of years that each species typically lives before they succumb to old age; then divide the number of years into five equal stages (see the table below).

If a character is older than "adulthood", they suffer -1 to a physical trait: strength, dexterity or health (player's choice) and gain +1 to a mental trait: perception, intelligence or charisma (player's choice) for each stage above adulthood. Characters younger than "adulthood" will have the opposite modification to their traits.

Characters who are exceptionally young ("adolescence" stage or younger) or exceptionally elderly ("elderly" stage or older) suffer three -1's to one or more physical traits and three -1's to one or more mental traits, instead.

### Character Age Modifiers

Age Stage	Physical	Mental
Adolescence	+1	-1
Adulthood	-	-
Middle Age	-1	+1
Golden Age	-2	+2
Elderly	-3	+3

The normal rules to character creation still apply: no primary trait (other than magic) can be less than 1, and no primary trait (including magic) can be greater than 10.

### Skills

In the **BASIC RULEBOOK**, characters started at level 0 with skill points from their archetype, race/species and focus selections. Now player and non-player characters begin with an additional number of skill points equal to their intelligence primary trait. FOR EXAMPLE, a player creates a new character with an intelligence 7. That character would begin with +7 extra skill points (in addition to any other skill points they would start with normally). The smarter a character is, the faster of a learner they are and the more naturally talented they become.

Skill points earned this way may be placed in any of the talents for the strength, perception, intelligence, dexterity or charisma primary traits (player's choice). However, no individual skill may have more than 10 skill points, in total, assigned to it.

### Skills List

Strength Skills	Perception Skills	Intelligence Skills	Dexterity Skills	Charisma Skills
Climb <sup>1</sup>	Forgery*	Appraise [Item]*	Balance	Barter*
Escape <sup>1</sup>	Gamble*	Bureaucracy [Subject]*	Climb <sup>1</sup>	Deception*
Force Open	Investigate*	Craft [Item]*	Defend [Armor]	Etiquette [Culture]*
Intimidate* <sup>1</sup>	Listen*	Engineer [Device]*	Escape <sup>1</sup>	Handle Animal*
Jump <sup>1</sup>	Lock Pick*	Knowledge [Topic]*	Hide*	Intimidate* <sup>1</sup>
Melee [Weapon]	Navigate [Area]*	Language [Culture]*	Jump <sup>1</sup>	Leadership*
Seduction* <sup>1</sup>	Ranged [Weapon]	Lore [Category]*	Sneak*	Perform [Art]*
Steadfast	Search*	Medicine	Pilot [Vehicle]	Persuade*
Swim	Sense Danger*	Repair [Device]*	Sleight of Hand*	Seduction* <sup>1</sup>
Taunt*	Sense Deception*	Survival [Area]*	Unarmed [Attack]	Teach

\* = ability test results are known only to the game master, <sup>1</sup> = multi-trait skill

### Skills With [Brackets]

Some skills require a specific area of expertise to be chosen. When this is required, the skill will have a sub-topic listed in brackets. Any modifiers for that skill only apply to the sub-topic chosen.

Players should work with the game master to choose an appropriate sub-topic that is appropriate for the adventure the players will engage in. FOR EXAMPLE, the “melee” skill requires a specific weapon type to be chosen. If a player put 3 skill points into the melee skill and chose a bastard sword; their character would gain the bonus from the melee skill—but only when using the bastard sword (other weapons would not receive the bonus). Players may place skill points into the same skill more than once, choosing different sub-topics as desired.

### Multi-Trait Skills

A number of skills are listed in more than one primary trait. FOR EXAMPLE, the “jump” skill is listed both under strength and dexterity. Skills of this nature can allow the player to choose which of the primary traits they wish to base the skill off, before performing a skill test. FOR EXAMPLE, a player could choose to perform a jump skill test based off the strength trait—or—the dexterity trait. Players must announce which of the traits they chose before performing the skill test.

### Skills List (Alphabetical)

#### Appraise [Item]

TIME: 1 minute  
 TEST RESULT: 🎲 Unknown  
 REPEATABLE: ✖ No

The PC with an astute eye for detail may attempt to appraise the target [Item] (such as a piece of treasure, armor, weapon or equipment) to determine an accurate value of it's worth, in coins or credits.

If Successful:	If Failed:
The character receives an accurate estimation for the value of the target [item].	The character receives false information or no information.

#### Balance

TIME: 1 standard action  
 TEST RESULT: 👁 Known  
 REPEATABLE: 🔄 Yes

“Balance” is the skill to stay centered and not fall from a narrow ledge or walkway. It's a character's ability to keep their equilibrium even on unsteady terrain.

If Successful:	If Failed:
The character maintains their balance and does not fall.	The character falls prone to an adjacent space (of the GM's choosing).

#### Barter

TIME: 5 Minutes  
 TEST RESULT: 🎲 Unknown  
 REPEATABLE: ✖ No

“Barter” is the the art of negotiation in an effort to lower the price on an item for sale or trade. This ability can only be done once per merchant per day.

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

#### Bureaucracy [Subject]

TIME: 5 days  
 TEST RESULT: 🎲 Unknown  
 REPEATABLE: ✖ No

“Bureaucracy” is the skill to negotiate with people of a certain organization or individual [Subject] to successfully pull favors, win respect or accomplish tasks. A PC good at bureaucracy is good at negotiating the “red tape” or an organization.

If Successful:	If Failed:
The character achieves a minor favor or task using the power and will of a particular [subject].	The [subject] does not agree to perform a favor or action for the character.

#### Climb

TIME: Instant (free action)  
 TEST RESULT: 👁 Known  
 REPEATABLE: 🔄 Yes

“Climb” represents the proficiency in climbing difficult slopes or sheer walls. See the **BASIC RULEBOOK**



for details on climbing. This skill test should be repeated at the beginning of every turn a character is hanging on a wall unsupported. Climbing is treated as moving on vertical terrain.

If Successful:	If Failed:
The character is able to climb a wall for this turn.	The character falls. See the <b>BASIC RULEBOOK</b> for details on falling.

## Craft [Item]

TIME: See below  
TEST RESULT: Unknown  
REPEATABLE: No

“Craft” represents hands-on expertise at creating something such as:

- Set Trap
- Construct Item

**SET TRAP:** Allows a character to set a trap. Must have a trap kit (see the **BASIC RULEBOOK**) to use. Craft can only be used on an adjacent empty space.

**CONSTRUCT ITEM:** The character can craft an item such armor, a weapon or a piece of equipment.

The time required to use this skill depends on the individual items.

If Successful:	If Failed:
The character builds a trap that is only visible to him or her (unless seen through a search ability) or constructs an [item].	The trap or [item] is not built and any trap kits used are destroyed.

## Defend [Armor]

“Defend” is a character’s ability to defend themselves from incoming attacks through parry and evasion. Character’s ability to defend themselves is affected by the type of [armor] they’re wearing at the time. The bonuses from this skill only apply to the specific [armor] type chosen by the player. Wearing no [armor] is considered a valid armor type.

Depending on the number of skill points placed in the defend skill, the character gains the following ability (only one ability may apply):

Skill Points	Ability
2	: +1 Defense until end of turn
4	: +1 Defense until end of turn
6	: +1 Defense until end of turn
8	: +1 Defense until end of turn
10	: +1 Defense until end of turn

## Deception

TIME: 1 full-turn action  
TEST RESULT: Unknown  
REPEATABLE: Yes

“Deception” is the dark art of misleading or lying to people. Deception can only be performed on a target NPC (but not on player characters). The TN for deception is equal to the NPC’s “sense deception” skill.

If Successful:	If Failed:
The character successfully deceives target NPC.	The target NPC is not deceived. The GM will perform a reaction test for the NPC.

## Engineer [Device]

TIME: See below  
TEST RESULT: Unknown  
REPEATABLE: No

“Engineer” is a broad set of skills encompassing several smaller engineering abilities:

- Enable/Disable Device
- Operate Device

**ENABLE/DISABLE DEVICE:** A character may attempt to arm or disarm a trap or enable or disable a mechanical device.

**OPERATE DEVICE:** A character may attempt to use or hack into a device or machine such as a computer or starship station (see page XYZ for information on starship stations).

The time required to use this skill depends on the individual items (determined by the GM).

## Part II: Character Advancements

### If Successful:

The character successfully disables or operates a device.

### If Failed:

The trap is triggered, not disabled or the [device] is not operated. REFLEX SAVE: if failed, the [device] breaks.

## Escape

TIME: 1 round (10 Minutes)

TEST RESULT: Known

REPEATABLE: Yes

“Escape” represents a character’s ability to free themselves from restraints such as cuffs or shackles. It also entails breaking free of prison or jail cells.

### If Successful:

The character successfully escapes their bonds.

### If Failed:

The character does not escape. REFLEX SAVE: if failed, the character has broken the device preventing it from opening or unlocking.

## Etiquette [Culture]

TIME: See below

TEST RESULT: Unknown

REPEATABLE: Yes

“Etiquette” involves understanding and performing the finer points of respect (through words and action) as viewed by a particular [culture] or society.

The time required to use this skill depends on the type of etiquette being performed.

### If Successful:

The GM will make a reaction roll with a number of +1 modifiers equal to the number of points over the TN needed to succeed at the etiquette skill. This roll will determine the response from the patrons of that [culture].

### If Failed:

The GM will make a reaction roll with a number of -1 modifiers equal to the number of points under the TN needed to succeed at the etiquette skill. This roll will determine the response from the patrons of that [culture].

## Force Open

TIME: 1 minute

TEST RESULT: Known

REPEATABLE: Yes

“Force open” is a character’s ability to bend bars, lift gates or bash open an item such as a door, chest or lock.

### If Successful:

The adventurer successfully forces a stuck or locked door or object open.

### If Failed:

The device does not open. REFLEX SAVE: If failed, the door is permanently broken in a locked or stuck state—or the contents inside are destroyed or damaged.

## Forgery

TIME: See Below

TEST RESULT: Unknown

REPEATABLE: No

“Forgery” is the art and science of crafting a fake or counterfeit article to pass off as the real thing. Because of its intricate work, it requires an eye for detail.

The time required to use this ability depends on the object being counterfeited.

### If Successful:

The character creates a fake item that will be accepted as genuine from any character with a perception equal to or less than the forgery number rolled by the character.

### If Failed:

The item looks suspicious by anyone who gives it more than a passing glance.

## Gamble

TIME: 1 Minute

TEST RESULT: Unknown

REPEATABLE: Yes

An adventurer who is good at gambling can become wealthy, indeed! When gambling by playing a game of aular (see page XYZ for rules on aular); players will re-

ceive a number of positive or negative modifiers equal to the number of points that they succeeded or failed the gambling target number. These modifiers are used to either help or hinder a gambler's outcome by applying the results to the dice rolled. FOR EXAMPLE, if a character failed their gambling skill test by -2, any winning dice could be changed by the GM by up to two places (for one or more dice rolled).

For all other gambling games, treat gamble as a normal skill test.

If Successful:	If Failed:
The character succeeds at gambling—or if playing aular—receives that many +/- 1's applicable to the dice rolled in the character's favor.	The character fails at gambling—or if playing aular—receives that many +/- 1's applicable to the dice rolled NOT in the character's favor.

## Handle Animal

TIME: 3 Hours  
 TEST RESULT: ☞ Unknown  
 REPEATABLE: ✕ No

“Animal Handle” is the innate skill of being able to calm and communicate non-verbally with a creature of less-than humanoid intelligence. The target number to succeed is equal to “10 – intelligence” of the animal.

If Successful:	If Failed:
Target animal becomes a retainer to the handler (see the <b>BASIC RULE-BOOK</b> for information on retainers).	The GM performs a reaction test, using the result from the animal handling test as the result of the reaction.

## Hide

TIME: 1 Standard Action  
 TEST RESULT: ☞ Unknown  
 REPEATABLE: ✕ No

“Hide” is the skill to blend into a background or hide in a dark corner. A character must not be adjacent to an enemy when making a hide test. If an enemy moves adjacent to a hiding character, the character must succeed at a new hide skill test vs the enemy's search skill, or immediately become noticed.

If a hiding character attacks or moves to another space, they are no longer considered hiding.

### If Successful:

The character hides well enough to be unnoticed by any character with a search skill equal to or less than the hide number rolled by the hiding character.

### If Failed:

The character can be seen normally as if not hiding at all.

## Intimidate

TIME: 1 Full-Turn Action  
 TEST RESULT: ☞ Unknown  
 REPEATABLE: ☞ Yes

“Intimidate” is the ability to scare off or intimidate an enemy. When performing an intimidate skill test, a character is using their physical looks, posture, war cry or other faculties to persuade one or more NPCs to flee in fear.

For rules purposes, a character can yell a maximum number of spaces equal to “10 x SP” (stamina points). Individual words to be understood at ½ the distance (in spaces) or less.

### If Successful:

Any enemies within line of sight and hearing range of the character must make a morale check.

### If Failed:

No enemies are intimidated.

## Investigate

TIME: 10 Days  
 TEST RESULT: ☞ Unknown  
 REPEATABLE: ☞ Yes

To “investigate” something means for a PC or NPC to spend several days talking with other people, looking up relevant documents and following leads that may reveal the truth about a particular topic.

### If Successful:

The game master reveals to the character a helpful hint or clue regarding the investigated topic.

### If Failed:

The character receives false information or no information.

## Jump

## Part II: Character Advancements

TIME: 1 Standard Action

TEST RESULT: Known

REPEATABLE: Yes

“Jump” is the ability to leap great distances such as across pits or over obstacles.

At the GM’s discretion, the optional encumbrance rules (page XYZ) affect a character’s jump distance. See page XYZ for additional rules about jumping.

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**If Successful:**

The character makes a successful jump.

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**If Failed:**

The character falls prone onto a space they were attempting to jump over or above.

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### Knowledge [Topic]

TIME: 1 Minute

TEST RESULT: Unknown

REPEATABLE: No

“Knowledge” is the ability to recall from memory details about a particular [Topic] or subject. Common knowledge topics are related to a:

- Character
- Area
- Object

Players who are looking to learn more information about a particular topic should test to determine if their PC possesses helpful knowledge about the subject.

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**If Successful:**

The GM provides the player with a helpful hint, insight or clue about the [Topic].

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**If Failed:**

The character receives false information or no information.

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### Language [Culture]

TIME: Instant (Free Action)

TEST RESULT: Unknown

REPEATABLE: No

There are many languages spoken by characters, depending on their race or species and [Culture]. There is also a “common” language shared by most characters throughout the world and galaxy.

A character must have at least 1 point in the specific language they heard or read before attempting this ability test.

For details concerning languages, see page XYZ. Note that guild languages do not need to be tested and are automatically understood by any character who would possess the appropriate knowledge.

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**If Successful:**

The player understands the written or spoken language.

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**If Failed:**

The character receives false information or no information about what was said or read.

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### Leadership

TIME: Instant (Free Action)

TEST RESULT: Unknown

REPEATABLE: No

“Leadership” is the natural ability to raise the spirits and morale of those around you. With a high leadership, an adventurer can convince a retainer to remain loyal to them and their cause.

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**If Successful:**

Target retainer hired by the character or target animal handled by the character succeeds at their morale test.

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**If Failed:**

Target retainer hired by the character or target animal handled by the character fails at their morale test.

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### Lock Pick

TIME: 1 Round (10 Minutes)

TEST RESULT: Unknown

REPEATABLE: Yes

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

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**If Successful:**

The lock being picked opens.

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**If Failed:**

The lock being picked does not unlock. RE-FLEX SAVE: If failed, the lock breaks and is permanently stuck shut. It can never be successfully picked.

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### Lore [Category]

TIME: 1 Minute

TEST RESULT: Unknown

REPEATABLE: No

“Lore” is the amount of knowledge a character possesses about a broad [Category] or subject. Unlike a knowledge ability test, lore pertains to general fields of

study and the overarching characteristics of the category being investigated.

Common lore topics include:

- Engineering
- Geography
- History
- Cosmos / Planes
- Nature / Science
- Animals / Aliens
- Culture
- Religion

If Successful:	If Failed:
The GM provides the player with a helpful hint, insight or clue about the [Category].	The character receives false information or no information.

## Listen

TIME: 1 Full-Turn Action

TEST RESULT: Unknown

REPEATABLE: Yes

“Listen” is the ability to hear distant or quiet noises. Characters may listen intently near closed doors or long hallways for approaching enemies or other hushed activities.

See page XYZ for additional rules about listening.

Characters cannot attempt to listen during a noisy event such as battle.

If Successful:	If Failed:
The character hears any noises within range that can be heard from their location.	The character hears misleading sounds or no sound at all.

## Medicine

TIME: 1 Round (10 Minutes)

TEST RESULT: Known

REPEATABLE: No

“Medicine” is the practice of healing and nurturing. A character who practices medicine can remove adverse conditions or cure certain poisons.

If Successful:	If Failed:
The character removes 1 condition counter—or—removes 1 poison counter.	The character is unable to help a PC or NPC. WILL SAVE: If failed, the targeted character suffers -1♥.

## Melee [Weapon]

“Melee” is a character’s proficiency with non-ranged weapons fighting. A specific [Weapon] type must be chosen for each +/-1 modifier. Once chosen, the modifiers cannot be changed and only apply when that weapon type is being used.

For each point placed in “Melee”, a character receives a +1 Attack when using the weapon-type chosen.

## Navigate [Area]

TIME: 5 Minutes

TEST RESULT: Unknown

REPEATABLE: No

A character’s ability to navigate a certain [Area] can prove invaluable. Common area types include:

- Underground / Building
- City / Urban
- Sea / Underwater
- Overland (see page XYZ)
- Outer-Space (see page XYZ)

Character’s who fail to navigate properly can become lost. See page XYZ for additional navigation rules.

If Successful:	If Failed:
The character correctly navigates the given area for 8 hours.	The character becomes lost (see page XYZ).

## Perform [Art]

TIME: See Below

TEST RESULT: Unknown

REPEATABLE: No

“Perform” is the ability to entertain guests and engage in a delightful (and often visually appealing) activity for the benefit of others.

Common performance [Art]s include:

- Singing
- Instrument Playing
- Jester / Comedy
- Natural Talent
- Acting
- Dancing
- Magic Trick
- Prostitution

Other art-related activities such as painting or sculpting should be attempted with a craft ability test. The time required to use this ability depends on which art is being performed.

If Successful:	If Failed:
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## Part II: Character Advancements

The performing character receives +3 charisma for 1 hour.

The performing character suffers -3 charisma for 1 hour.

### Persuade

TIME: 5 Minutes

TEST RESULT: Unknown

REPEATABLE: No

“Persuade” is the art of convincing, encouraging or enticing an NPC to carry out your bidding. No character will engage in an activity that puts themselves or their allies in direct danger.

See page XYZ for rules on retainers, loyalty points and morale tests.

#### If Successful:

The NPC is convinced, and will help the persuading character.

#### If Failed:

The NPC is not convinced. Suffer -1 negative loyalty point. WILL SAVE: if failed, the NPC makes a reaction roll.

### Pilot [Transport]

TIME: 1 Full-Turn Action

TEST RESULT: Known

REPEATABLE: Yes

“Pilot” is the skill-set of operating a [Transport] such as a wagon, hover car or starship bridge or cockpit.

See page XYZ for details about transports.

#### If Successful:

The piloting character is able to operate the transport normally.

#### If Failed:

The piloting character is unable to accelerate, slow down or steer the transport this turn.

### Ranged [Weapon]

“Range” is a character’s proficiency with ranged weapons fighting. A specific [Weapon] type must be chosen for each +/-1 modifier. Once chosen, the modifiers cannot be changed and only apply when that weapon type is being used.

For each point placed in “Range”, a character receives a +1 Attack when using the weapon-type chosen.

### Repair [Device]

TIME: See Below

TEST RESULT: Unknown

REPEATABLE: No

“Repair” is the mechanical prowess to repair or improve upon a broken or worn-out [Device] or machine such as a laser pistol, plate armor or spaceship.

See page XYZ for details concerning the optional rules about equipment damage and damage counters.

#### If Successful:

The device is repaired. Remove 1 damage counter.

#### If Failed:

The device is not repaired. The equipment suffers 1 damage counter.

### Search

TIME: 1 Minute Per Space

TEST RESULT: Unknown

REPEATABLE: Yes

“Search” is the ability to visually notice things of interest or importance. It is used to search for hidden doors, hiding characters (see “hide” on page XYZ), traps or search an area for concealed treasure.

See page XYZ for details about searching.

#### If Successful:

The searching character finds any secret doors, hidden characters, traps or concealed treasure that is within range.

#### If Failed:

The character does not spot anything hidden. REFLEX SAVE: If failed, any traps within range are triggered.

### Sense Danger

“Sense Danger” is a character’s sub-conscious knowing when something bad is about to or could happen.

For each point placed in “Sense Danger”, a character receives a +1 Reflex Save.

### Sense Deception

TIME: 1 Minute

TEST RESULT: Unknown

REPEATABLE: No

“Sense Deception” pertains to a character seeing through lies or forgery.

Characters can use this ability to counter an NPC’s

“deception” or “forgery” abilities or to determine if an NPC is withholding important information at the player’s expense. Player character’s cannot use this ability on other PCs.

If Successful:	If Failed:
The GM provides the player with helpful insight or clues about the motives of the NPC.	The character receives false information or no information.

## Sex Appeal

TIME: Instant (Free Action)

TEST RESULT: Unknown

REPEATABLE: No

“Sex Appeal” is the ability to garner respect, attraction and admiration from any NPC that would normally be attracted towards the performing adventurer.

If Successful:	If Failed:
The PC gains a +3 charisma towards any attracted NPC within line of sight for 1 hour.	The PC suffers -3 charisma towards any attracted NPC within line of sight for 1 hour.

## Sleight of Hand

TIME: 1 Full-Turn Action

TEST RESULT: Unknown

REPEATABLE: Yes

“Sleight of Hand” is the subtle art of fine manipulation using one’s hand such as reaching into an unsuspecting victim’s pocket and stealing something from them without their knowledge.

For rules purposes, a character is considered able to secretly steal an item up to a maximum weight equal to ½ their sleight of hand number (minimum ½ weight). FOR EXAMPLE, a character with a sleight of hand 4 can steal an item of weight 2 or less.

The target number for this ability is vs the character’s perception number.

If Successful:	If Failed:
The character successfully uses their sleight of hand unnoticed.	The character is unable to steal an item. REFLEX SAVE: If failed, the character is noticed using their sleight of hand. The noticing PC or NPC may make a surprise attack.

## Sneak

TIME: 2x Movement Point Cost

TEST RESULT: Unknown

REPEATABLE: Yes

“Sneak” is the skill of remaining unseen and unheard by enemies while moving stealthily. Sneaking follows all the normal rules about movement (see page XYZ) except the movement point costs are double their normal rate.

A character who begins sneaking while within line of sight of another character will immediately be noticed by the PC or NPC that is within LOS.

Once a sneaking character enters a space within line of sight of a character, they must make a sneak ability test vs that character’s perception. This may mean a sneaking character is noticed by some characters but not others. Every turn a character is sneaking and within line of sight of a character, they must make a new sneak test at the start of their turn.

If a character attacks while sneaking, they will immediately stop sneaking and becomes noticed by any characters within line of sight. See page XYZ for details on sneak attacks.

If Successful:	If Failed:
The character sneaks well enough to be unnoticed by any NPC with a perception equal to or less than the sneak number rolled by the character.	The character is noticed by the perceptive character.

## Steadfast

“Steadfast” is a character’s natural “toughness” and resiliency from ill effects and ailments.

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

## Survival [Area]

TIME: 4 Hours

TEST RESULT: Known

REPEATABLE: Yes

“Survival” is the ability to procure shelter, fire, food and drink in an otherwise inhospitable or untamed location. Survival differs greatly depending on the [Area] a character attempts to stay alive in.

See page XYZ for details on finding wild foods. Common areas include:

## Part II: Character Advancements

- Ocean / Sea
- River / Lake
- Swamp / Marsh
- Jungle / Rain forest
- Forest
- Plains / Grassland
- Desert / Wasteland
- Canyon / Cliffs
- Hill
- Mountain
- Snow
- Glacier / Ice

At the GM's discretion, the optional weather rules on page XYZ can affect the chances of surviving.

### If Successful:

The character built a shelter, fire or found a number of morsels (see page XYZ) equal to the number of points over the target number needed to succeed.

### If Failed:

The character did not built a shelter, fire or find anything of importance.

## Swim

TIME: Instant (Free Action)

TEST RESULT: Known

REPEATABLE: No

"Swim" is the ability to stay afloat or move through water or similar liquids.

See **PART 5: THE ADVENTURE** (on page XYZ) for details on swimming. This ability test should be repeated at the beginning of every turn a character is in water of a depth equal to or greater than their own height.

### If Successful:

The character is able to move through the water terrain until end of turn.

### If Failed:

The character's head slips under the water. See page XYZ for details about holding breath and swimming.

## Taunt

TIME: 1 Full-Turn Action

TEST RESULT: Unknown

REPEATABLE: No

"Taunt" is act in trying to aggravate an enemy into attacking you. Characters may perform this ability in hopes of drawing unwanted attention away from their allies.

For rules purposes, a character can taunt an NPC that is within line of sight (see page XYZ) and a distance (in spaces) equal to the taunting player's taunt number

or less.

### If Successful:

Any attacking enemies within LOS and range of the taunting character must make a WILL SAVE: If failed, they attack the character for 1 minute.

### If Failed:

The character does not successfully taunt any NPC.

## Teach

TIME: See Below

TEST RESULT: Known

REPEATABLE: Yes

"Teach" is a character's ability to pass along knowledge to fellow PC's or NPCs. See page XYZ for additional information about teaching.

### If Successful:

The character successfully teaches his student (roll to see if the student understood the lesson).

### If Failed:

The teacher fails to pass on his or her lesson to the student character.

## Throwing [Item]

TIME: Instant (Free Action)

TEST RESULT: Known

REPEATABLE: No

"Throwing" is the act of tossing an [Item], object or weapon.

See page XYZ for details about throwing. **PART 6: COMBAT & ENCOUNTERS** discusses combat with ranged weapons.

### If Successful:

The character hit's their target space with the thrown [item].

### If Failed:

The [item] misses it's target.





# Open Adventure

OPEN ADVENTURE fantasy & science-fiction game is not your ordinary game! Every adventure is like writing a collaborative novel with you and your friends or family. Players take on the roles of elves, androids, dwarves, changlings, minotaurs or humans (amongst many others) and travel through a fantastic world or mysterious galaxy filled with dangers and excitement. Adventurers will wander through terrifying dungeons or frightening starbases conquering enemies, solving puzzles and evading traps.

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