

Open Adventure

FANTASY & SCI-FI ADVENTURE GAME



BASIC RULEBOOK

READ THIS BOOK FIRST!

For any number of players ages 10 and up!



MECKLEM

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Open Adventure

FANTASY & SCI-FI 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.

Kyle Mecklem
29 October 2014

Part I: Introduction

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

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

“BIEM” Rulebook Series

This book (called the **BASIC RULEBOOK**), along with the **GAME 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 (see below). To all other players, the contents of the GMR should remain a secret, so as not to spoil the mysteries that lie within.

Three other rulebooks are available—each book providing more rules for things such as character abilities & talents, traveling overland or through space, battling in starship combat, enduring the elements of the wilderness, constructing your own stronghold, ruling your own dominion and more!

The second rulebook in the series is the **INTERMEDIATE RULEBOOK** that expands player character abilities, introduces archetypes, traveling great distances, additional combat options and much more.

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. 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 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 & 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.

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.

Part I: Introduction

Golden Rules

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

There are a few **Golden Rules** that should be understood and followed above all other rules detailed in this book:

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

Basic Setup & Game Play

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

Game Setup

When a group of persons gather together to play a game of OA, one person acts as a referee and narrator 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 (PC)**. 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.

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 2: PLAYER CHARACTER CREATION**, players will choose the strengths and weaknesses of their imaginary character.

Setup & Preparation

When a group gathers together to play OA, everyone should remember to bring with them any supplies or equipment they need such as pencils, dice, paper (both normal and graph) and, if available, character record sheets (character record sheets can be found at the back of this booklet). It is recommended to bring refreshments for yourself and others as games of this nature can last for hours.

Typically a large table is used for the players to sit and gather around. The game master sits on one end of the table with the GMR, adventure maps and all other secrets of the adventure. The game master may wish to use a book, cardboard or other vertical partition to form a privacy screen (known as a "shield") so the players do not see or read the adventure's secrets. The players sit around the table in a position where they can easily see any map being drawn, the marching order of the figurines representing the party members (if used) and, so on. To avoid confusion, the table's contents should be kept orderly and free of distracting devices and items.

During the adventure, players with characters that have attained level 1 or higher should be able to refer to this rulebook whenever they wish. Players who are playing for the first time, or who has a character that has not yet reached level 1, are instead encouraged to read the first chapter of this booklet then discover OPEN ADVENTURE through interaction and exploration; not through the rules of the game. Players should never be allowed to read the rules from the

game master's rulebook until they are worthy and capable of fulfilling the role of the GM. The excitement and mystery of monsters, aliens and magic could be spoiled if someone reads the game master's rulebook before they are ready.

Player Roles & Responsibilities

THE MAPPER – 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 of the surrounding area; that player is called the **Mapper**. One or more PCs should be tasked with drawing a map, though one player must make a real game map (lest the players forget the way their adventurers came and become hopelessly lost!). The map should be kept at the center of the table so all players can clearly see it's layout. Only pencil should be used when drawing the map for easy correction of mistakes or errors in the sketch. As the party moves forward on their adventure more and more of the surrounding area is revealed. Eventually, the GM's and players' maps will look more or less alike.

THE CALLER – To avoid confusion and keep the party advancing in their adventure, one player should be elected to speak for the entire party. This player is referred to as the **Caller**. When unusual or certain situations occur each player may want to describe what 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 does not tell the other players what to do but, rather, the caller merely reports the wishes of the party. The caller is a mediator between the players and the game master, and should not judge what the players wish to do.

During combat, things may become more confusing. The game master may find it more orderly to talk to each player directly instead of through the caller. Some games may go without a caller, such as when playing with a small number of players, but it is encouraged to have a caller to cultivate camaraderie amongst the party.

THE QUARTERMASTER – One player should be chosen to keep a written record of any equipment, money or treasure that is shared amongst the party. However, individual items that are used only by one character should be tallied and monitored by the player who's character owns the items. Any party or group loot should be noted on a separate piece of paper by the **Quartermaster**. The quartermaster should make sure to keep a detailed record on the amount of each item, the condition or status of the item, the perceived worth or appraisal of any treasure and where each piece of equipment is being stored.

When the GM has created and setup the adventure and the players have created their characters, the

game is ready to begin.

Game Play

At the beginning of the game players enter into the scene. FOR EXAMPLE, a scene could begin in a dungeon, on a far away moon or near a small hamlet. As the adventure unfolds; players will eventually meet non-player characters (NPCs) which they may talk to, avoid or fight. **Enemies** are any animal, person, monster or supernatural creature that is unfriendly towards the party and often wanting to fight the characters. An enemy may be anything from a ferocious dragon or alien mutant to an angry merchant. For game purposes any character that's not a player character (PC) is an NPC. Any NPC that is unfriendly or hostile towards a player character is an enemy.

When PCs meet up with or run into NPCs it is referred to as an **Encounter**. During a typical adventure player characters will also discover treasure, avoid dangers such as traps, as well as encounter enemies. Often times the player characters will resort to fighting enemies. 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 enemies they defeat in combat. The experience points gained from one adventure will be retained throughout future adventures. Eventually when a PC has earned enough XP they will advance in **Level**. There are a total of five levels a PC can attain in OPEN ADVENTURE.

A level is a general term meaning an amount of experience points attained by a PC through various adventures. **All player characters begin their first adventure at Level 0.**

Enemies have various levels as well. An enemy's level indicates how ferocious and difficult he or she is to battle in combat.

How To Use The Dice

When referring to dice, an abbreviation is often used. The first number in the abbreviation is the number of dice being rolled followed by the letter "d" (shorthand for "die" or "dice"), and then the number of sides the dice have. FOR EXAMPLE, "5d6" would mean to roll five six-sided dice and add the total of all the dice rolls together. If a plus ("+") or minus ("-") symbol, followed by a number, are present; this means to add or subtract the number from the overall total. FOR EXAMPLE, "1d6+3" would mean roll a six-sided die and add three to the result.

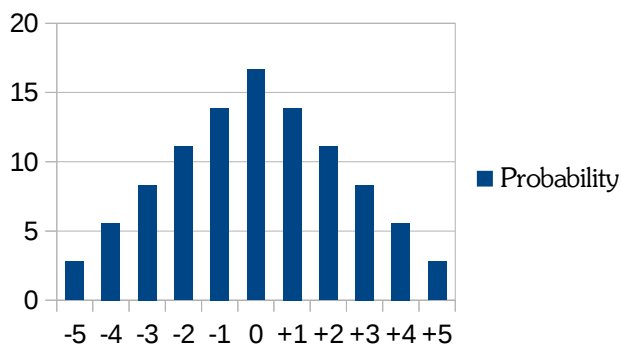
In OPEN ADVENTURE any action that has a possibility of failure that would carry with it significant consequence, such as a PC attempting a daring jump across

Part I: Introduction

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 white or lighter colored die represents positive numbers. The black or darker die represents negative numbers.

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

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



FOR EXAMPLE, a roll of 5 on the white die and a 2 on the black die would mean a result of -2 to a skill test. A roll of 1 on the white die and 1 on the black die would mean a result of +0 to a skill test. A roll of 1 on the white die and 3 on the black die would mean a result of +1 to a skill test.

Possible outcomes range from -5 to +5, with a statistical bias towards a roll of +/-0. This form of dice rolling is known as a **Standard Roll** throughout OPEN ADVENTURE. For an example of how dice rolls are used during game combat, see page XYZ.

Dice Alternatives

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

If only a standard deck of playing cards are available, separate six suited cards ranging from ace through six. Separate another six suited cards (preferably of a different color) also ace through six. Shuffle the two sets of suits separately then draw the top card from each pile. Treat the number on the cards from the first suit as the white die roll. Treat number on the card of the second suit as the black die roll. Shuffle the cards into their original piles before reusing them in this manner.

If no materials are available, when a die roll is needed

two players will count to three and, in rock-paper-scissors fashion simultaneously reveal zero, one, two, three, four or five fingers each. Subtract the highest number of fingers revealed from the lowest number of fingers revealed. This is the rolled number.

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

Object Of The Game

In most games the concepts of "winning" and "losing" are important, however in OA these conditions do not apply! The players and game master do not play against each other, even though the GM does play the roles of the enemies 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-person game, the player making a character should create and control at least two player characters, instead.

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, Vitality, Charisma and Magic. If an OA **Character Record Sheet** is being used, the seven names will already be printed on the record sheet. It may prove useful to look at the character record sheet (page XYZ) to better understand the form it takes.
2. Read the section on character **Primary Traits** (page XYZ), **Secondary Traits** (page XYZ) and **Archetypes** (page XYZ), then choose an archetype that best suits your character. Optionally you may choose to **Dual-Arch** (choose two archetypes instead of one) by halving all the primary traits listed for each archetype then adding the two archetypes together.
3. Read the section on character **Races & Species** (page XYZ), then choose a race or species that best suits your character. Write down any bonuses or restrictions that race or species may possess.
4. Choose one of the three **Focus** (page XYZ) that your race or species has listed. Write down any bonuses or penalties that the focus may possess.
5. Pick a number of **Feats** (page XYZ) from the feats list of the race or species you chose in step 3. You may pick a number of feats equal to the number allowed by the archetype of your character.
6. Roll 2d6 (for a result of 2-12) to find the number of **Character Points** (page XYZ) you add to your character's primary traits. No primary trait (except "magic") can have less than 1 point, and no primary trait can have more than 10 points total.
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 first level. Record any XP bonuses or penalties from having high or low primary trait numbers.
8. Roll 2d6+3 (for a result of 5-15). This number represents the amount of currency the player character begins the game with and can use to purchase equipment before game play begins (see step 9 below). For medieval fantasy campaigns the standard currency is **Silver Coins (SC)**. Science-fiction campaigns use **Star Credits (SC)** as currency.
9. Consult the tables of **Common Weaponry**, **Common Armor** and **Common Equipment** (starting on page XYZ) then "purchase" whatever gear your player character chooses, within the limits of his or her starting currency amount. Write down the equipment, weapons and armor your character purchased on the back of the paper. Deduct any money spent buying equipment.
10. Now that you know what type of weaponry your character will be using, determine his or her **Attack (ATK)** trait by adding the weapon's damage rating to your character's strength—if the weapon is melee, or perception—if the weapon is ranged. Write the new number in a section marked "Attack".
11. Find the character's **Defense (DFS)** trait by adding their dexterity trait to their armor's toughness rating. Write the new number in a section marked "Defense".
12. Name your character and imagine a suitable personality, background story and role (a profession or social class). Give this step care, as once you've chosen a name and background they can rarely be changed!

Character Creation Summary:

1. Choose an archetype. You may dual-arch between two archetypes.
2. Choose a race or species.
3. Choose a focus for that race or species.
4. Choose a number of feats for that race or species as allowed by the archetype chosen.
5. Roll 2d6 and add that many character points to your character's primary traits.
6. Apply any bonuses or detriments from archetypes, race or species and focus.
7. Roll 2d6+3 for initial currency and buy starting gear.
8. Determine attack and defense traits.
9. Choose a name, personality, background and role for your player character.

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

Part II: Player Character Creation

Primary Traits

Before creating a player character, it is important to understand a character's **Primary Traits** and what they represent.

Primary traits represent different characteristics of a PC. There are seven primary traits: strength, perception, intelligence, dexterity, charisma, vitality and magic. Primary traits are represented by a number of **Character Points (CP)** which denotes how powerful the character is in that particular trait.

Most characters will have approximately 30 CP, divided amongst six or seven primary traits (for an average of 5 character points per trait). During character creation no primary trait may have less than 1 point allocated to it (except the "magic" trait, see below) or more than 10 points placed into it. A primary trait with a value of "5" is considered average for a normal adult human.

Optional Magic Trait

At the GM's discretion, paranormal powers of magic spells and psionic abilities may be disallowed in adventure. If magic is not allowed, or a player does not wish for their adventurer to use magic, the magic trait should have 0 character points assigned to it.

For more information and a list of magic spells and psionics to choose from, see page XYZ.

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

Strength (STR)

"Strength" is a measure of a character's muscular power and physical brawn. Player's who wish for their character to wield **Melee Weapons** proficiently such as a glaive or vibroaxe should have a high strength.

Strength directly influences a character's **Melee Weapon Attack** (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 **Ranged Weapons** (including thrown weapons) such as a bow or laser pistol. A player who wants their character to be proficient with ranged or thrown weapons should give their character a high perception.

Perception directly influences a character's **Initiative** (see page XYZ) and **Ranged Attack** (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. Players who wish for their characters to be good at many abilities should have a high intelligence.

Intelligence directly influences the number of **Skill Points** (page XYZ) and **Languages Points** (page XYZ) a character knows, and a character's **Will Save** (see page XYZ).

Dexterity (DEX)

"Dexterity" refers to agility, flexibility and quickness. A character with a high dexterity is good at **Unarmed Attacks** and dodging incoming threats. A player who wants their character to be quick, nimble and acrobatic should choose a high dexterity.

Dexterity directly influences a character's **Unarmed Attacks** (page XYZ), **Defense** (see page XYZ), and **Reflex Save** (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 the hiring price of **Retainers** (see page XYZ) and NPC **Reactions** when meeting the character.

Vitality (VIT)

"Vitality" is a measure of the constitution, well-being and overall health of a character. A high vitality 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 vitality.

Vitality directly influences the number of **Health Points** (see page XYZ), **Stamina Points** (see page XYZ) and a character's **Fortitude Save** (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 known as **Spells**. 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 5: MAGIC** on page XYZ.

Primary Trait Bonuses & Penalties

Primary traits that are exceptionally high or exceptionally low will provide bonus or penalties, respectively. High primary traits earn characters extra **Experience Points (XP)**. Low primary traits take away experience points (see page XYZ for details on XP). The “magic” primary trait is excluded from this rule.

For every primary trait that a character has which is a value of 10, that character will receive 10% bonus XP each time they receive experience. For every trait a character has that is a value of 9, that character will receive 5% bonus XP each time they receive experience. The reverse is true for trait values of 1 and 2 taking away 10% or 5% of experience points earned, respectively.

Experience Points Bonus & Penalties

Primary Trait Number	Bonus or Penalty
10	+10% XP
9	+5% XP
2	-5% XP
1	-10% XP

FOR EXAMPLE, a character with two primary traits with a value of 10 and one primary trait with a value of 1 would receive 10% bonus experience points (20% - 10% = 10%).

Secondary Traits

Secondary Traits serve as an extension of certain primary traits. Secondary traits represent specific sub-characteristics of PCs and NPCs. Secondary traits are represented by individual points, but each secondary trait number is based off a specific primary trait number.

There are 12 secondary traits: **Health**, **Stamina**, **Abilities**, **Languages**, the three save tests: **Fortitude**, **Reflex** and **Will**, four combat traits: **Melee Attack**, **Ranged Attack**, **Unarmed Attack**, **Defense** and **Mana/Psi**.

Secondary Traits

Secondary Trait	Base Primary Trait
Health	= Vitality
Stamina	= Vitality
Skills	= Varies
Language	Intelligence

SAVE TESTS

Fortitude Save	= Vitality
Reflex Save	= Dexterity
Will Save	= Intelligence

COMBAT

Melee Attack	= Strength + Weapon
Ranged Attack	= Perception + Weapon
Unarmed Attack	= Dexterity
Defense	= Dexterity + Armor

MAGIC

Mana/Psi	= Magic
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♥ Health

New characters start the game with a number of health points equal to their vitality trait.

“Health” is represented by a number of **Health Points (HP)**. HP is a measure of how many “points” of damage a character can take before they die. A character with many health points can take more damage, and is more likely to survive, than a character with fewer HP.

Any character with 0 (or less) health points has succumbed to their wounds and has died. Details about character death are discussed in **PART 4: THE ADVENTURE** on page XYZ.

⚡ Stamina

New characters start the game with a number of stamina points equal to their vitality trait.

“Stamina” is represented by a number of **Stamina Points (SP)**. SP symbolizes a character’s endurance, energy and going-power. A character starts the game with a number of stamina points equal to their vitality trait. Certain talents, actions, spells and equipment may reduce a character’s stamina points in exchange for special effects or bonuses.

By exerting themselves (and losing stamina points), a

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character can temporarily enhance their **Movement Points (MV)** (see page XYZ). A character may spend stamina points to gain movement points. For every 1 SP they choose to spend this way, they receive +1 MV until end of turn. See page XYZ for details on movement.

If a character runs out of stamina points, they may not spend additional stamina points until they regain at least 1 SP. However, if a character is forced to lose additional SP (such as from a magical effect) they lose HP instead. FOR EXAMPLE, a player character with no stamina points who is forced to lose 2 SP would lose 2 HP instead.

Skills

New characters start the game with a number of skill points equal to their intelligence primary trait.

“Skills” are represented by **Skill Points**. Skill Points are general actions that characters can use during an adventure. When a player wishes for their character to perform a specific action; they should describe to the game master what their character is attempting to do.

When describing the actions of an adventurer, be descriptive and dramatic. Help paint an imaginary picture of the scene unfolding. A proper description should include “what” the character is doing, “how” they’re doing it, “why” they choose to do it, “when” they’re doing it (if there’s a certain delay or urgency involved) and “who” they’re targeting with their actions, if anyone.

Skill Tests

Whenever the GM feels a character’s ability to complete an action is uncertain—and the situation carries the possibility of grave consequence if the character fails their attempt—he or she will ask the player to perform a **Skill Test**.

To attempt a skill test, make a standard roll (page XYZ) then apply the result to the primary trait number that is most appropriate for the action. FOR EXAMPLE, imagine a character wished to arm wrestle an opponent. The GM determines the character should perform a skill test to see if they’re successful. The GM determines the strength trait is the logical primary trait to test. The player adds the modifiers from a standard roll to the PC’s strength trait. If the character was particularly skilled at arm wrestling, he or she may have earned a **Skill Point** in a previous adventure as a bonus that gets added to the test.

Skill Test = Primary Trait + Skill Points + Dice Roll

If the result of a skill test is equal to or greater than 5, the test is successful. An unsuccessful skill test means the character has failed at performing the action and

must suffer any consequences associated with that.

Skill Test Difficulties

On occasion certain situations will make the **Target Number (TN)** needed to succeed at a skill test higher or lower than the default value of 5. FOR EXAMPLE, a padlock made of superior materials and craftsmanship may be more difficult to pick than a normal lock. In such a case, the game master may decide a character needs to roll a 7 or higher, instead of a 5, for a successful skill test. Circumstances can change the target number of a skill test anywhere from 1 to 10, with 5 being the default TN needed to succeed and 10 the most difficult to achieve.

When a character is performing a skill test, the GM may wish to increase or decrease the TN needed for the skill test to succeed. This is done when circumstances within the adventure make the difficulty of completing the skill test easier or harder than normal, or when the player’s descriptions of their character’s actions are considered to provide an advantage or disadvantage (GM’s choice).

Secret skill tests

For some skill tests, the dice are rolled in secret by the GM instead of the player. The skill test will always seem successful to the character attempting the action, but it might have secretly failed. Only the GM knows for sure!

Repeatable Skill tests

Often, when a character’s skill test fails, all the other players may say “He failed?! Let me make my skill test!” This is not something that should be encouraged. If the GM allows everyone to make a skill test for the same task when someone has failed, one character will eventually succeed, making skill 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. Actions that are not repeatable cannot be attempted a second time until 1 or more days have passed since the last attempt.

Assisting with Skill Tests

Often times it’s reasonable for multiple characters to **Assist** one another by performing the same skill test simultaneously in hopes of solving a common task. FOR EXAMPLE, two warriors may try pushing a large stone aside that blocks an entrance to an underground catacomb. In this example two characters are better than one.

Players should choose which of the characters 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 skill 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 skill test, and a -1 for every ally who failed the test. The chief problem-solver can never receive more than a +3 bonus this way, but there is no limit to penalties he or she could receive.

Languages

A new character starts the game with a number of language points equal to their intelligence primary trait. These points may be placed in multiple languages, if desired.

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

However, many NPCs speak their own language, named after their race (for example, klangons speak “klangon”). Any NPC with it’s own language has a 33% (2 out of 6) chance of speaking the common language as well.

At the GM’s discretion, players may choose for their character to know different or additional languages of varying fluency. Characters may assign a number of **Language Points** to one or more languages equal to their intelligence primary trait. Language points may be assigned to one language or spread across multiple languages. FOR EXAMPLE, a character with an intelligence 7 would have 7 language points to distribute amongst whichever language or languages they choose. The controlling player may wish to place 5 points in the common language and 2 points in the goblin language.

The game master may let the players choose a language of their choice (each race and species has their own language, including humans, named after the race itself) or randomly choose a different language from the table above.

To use the table above, roll 2d6. If the white die reads 4-6, add +6 to the black die roll. Consult only the black die roll when using this table. Alternatively you may roll 1d12, if you have a twelve-sided die available.

When a character is trying to understand a language they’re not particularly fluent in, the controlling player should make a **Language Test** for the specific language they are trying to understand (the character must have 1 or more points in the language to make this test). A language test is performed similar to a skill test except no primary trait is used—only the number of language points that are assigned to the partic-

ular language and a standard roll.

Additional Languages

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

If a character’s language skill test is 5 or higher, they successfully understand the language.

Guild Languages

Often times guilds, orders and factions, especially those which are a secret society, will have their own language known collectively as a **Guild Language**. Guild languages are a form of covert communication made up of secret passwords, hand shakes, jargon, symbols and gestures.

At the GM’s discretion, a character who is a member of a guild (and considered in good standing with the group) may know that guild’s language; allowing them to speak fluently with anyone else who is also a member.

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

Guild languages have a number of language points equal to the number of years the character has been a member of the guild. If the character has left the guild, they will lose 1 language point assigned to that guild language equal to the number of years that they have left the guild.

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Save Tests

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

- Fortitude Save
- Reflex Save
- Will Save

Fortitude Saves reduce effects concerning the health 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 discipline, sanity and ability to resist coercion or charm. Fortitude, reflex and will saves have the same number as a character's vitality, dexterity and intelligence, respectively.

A save is tested by making a standard roll and applying the result to the character's save value. If the result of a save test is equal to or greater than 5; the save test is successful. A successful save test means the effect or 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 target number than the default of 5 (see page XYZ for target numbers) needed to complete a save test.

Attack & Defense

When a character finds themselves in combat, they will rely on their attack and defense traits. For more information about combat, see **PART 6: COMBAT**.

Attack

"Attack" is a representation of how well a PC can attack and deal damage to their enemy. There are three types of attack:

- Melee Attacks (melee weapons)
- Ranged Attacks (including thrown weapons)
- Unarmed Attacks

Melee Attacks

Melee attacks are a measure of how well a character can use a melee weapon competently during combat. Melee attacks are also a measure of the quality of the melee weapon during combat.

Characters with a high strength trait are skilled melee fighters because of their physical ability to bash, pierce and slash their way in battle.

Ranged Attacks

Ranged attacks are how skilled an adventurer is with their eye-hand coordination and exceptional accuracy in hitting the weak points of their target while using ranged weapons.

Ranged attacks also represent how accurate and lethal the ranged weapon is in combat.

Unarmed Attacks

Unarmed attacks are any form of kicks, strikes or wrestling that does not involve weapons. Unarmed attackers rely on their nimbleness, speed and flexibility to win a fight.

Attack & Damage

Every weapon used in combat has a **Damage** number (see page XYZ for details on weapons). To determine the attack number for a character, add the adventurer's strength or perception (when making a melee or ranged attack, respectively) and the weapon's damage. When added together, these two factors represent the character's **Attack** value. FOR EXAMPLE, a character with a perception of 6 attacking with a combat rifle of 3 damage has an 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. 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.

When performing an unarmed attack, the same process is used as described above except no weapon damage is added, and the attacker uses their dexterity trait rather than their strength or perception.

Regardless of the attack type, the process is the same:

1. Find the PC's strength, perception or dexterity number (depending on the attack type)
2. Find the weapon's damage number (if it's a melee or ranged attack)
3. Add the numbers together

Characters who wield dual weapons, or switch from one weapon to another, will often have different attack values for each weapon since the damage rating of weapons are often different. Dual-wielding characters do not receive an additional attack because of the second weapon. See more about dual-wielding on page XYZ.

Defense

"Defense" is the ability a character can dodge or block attacks from enemies. Defense is calculated in the same way as the attack trait; except instead of strength or perception, a character's ability to dodge

an incoming attack uses their dexterity trait number. Every armor has a **Toughness** number which is added to a character's dexterity trait to find their **Defense** value. FOR EXAMPLE, a character with a dexterity of 5 and armor of 2 toughness has a defense of 7 ($5 + 2 = 7$).

Magic Points

Characters with 1 or more character points in their magic primary trait receive a number of magic points equal to their magic trait. Magic points come in two general types: **Mana Points (MP)**, which represent mystical powers commonly found in a medieval fantasy adventure, and **Psi Points (PSI)**, which represent the mysterious psionic powers of the mind. See **PART 5: MAGIC** for more on magic.

Step-By-Step Character Creation

A. Choose an Archetype

Choose one archetype and record all of its characteristics—or—choose two archetypes, halve all the characteristic's numbers, then combine their values.

The first step to creating a character is to choose an **Archetype** that best describes the character you wish to make. An archetype is a general category, life path or class of characteristics that PCs and NPCs fit into that describe their focus in life. FOR EXAMPLE, if you wanted your character to be a strong, courageous guardian who wielded a spear or laser sword, you might be interested in the your character taking up the "warrior" archetype.

In the OPEN ADVENTURE game, there are seven broad archetypes to choose from: "warrior", "marksman", "scout", "fighter", "leader", "healer" and "arcanist". Each archetype offers unique strengths and weaknesses. Once an archetype has been chosen, write down the primary trait numbers for that archetype.

Write down on a piece of paper all the characteristics your character gains from the archetype you chose.

Dual-Archs

At a player's discretion, they may choose not one—but two—archetypes for their character. This is known as a **Dual-Arch**. To dual-arch a character, choose two archetypes, halve any bonus or detriment numbers (divide the numbers by 2), then combine the two sets of traits together. FOR EXAMPLE, a "warrior-scout" would have a strength of 5 ($8 + 2 / 2 = 5$). Treat any unlisted primary traits as having a value of 0 when adding.

Common Archetypes

Archetype	Proficiency
Arcanist	Magic & psionics
Fighter	Unarmed combat
Healer	Healing & support
Leader	Diplomacy, negotiation & appeal
Marksman	Ranged combat
Scout	Skills and intellect
Warrior	Melee weapon combat

FOR EXAMPLE, the warrior-scout would have a charisma of 2 ($4 + 0 / 2 = 2$). When a character is dual-arched, all bonuses and detriments are reduced by half then combined. For mutually-exclusive factors such as the number of feats allowed, choose the more restrictive of characteristics.

Arcanist

Perhaps the most misunderstood and least known of all the archetypes. Magicians and psionists, known collectively as "arcanists", 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. Arcanists 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 carry an unbreakable will.

BONUSES – Arcanists begin with perception 2, intelligence 6, charisma 4 and magic 8. Arcanists choose 5 feats (page XYZ) from the character's race or species (page XYZ), have a movement of 7 (tactical time) and gain +2 skill points (intelligence).

DETRIMENTS – Each time an arcanist is promoted to a new level, they gain 1d6-1 extra health points (no minimum).

Fighter

The fighter is a martial artist and specialist in unarmed hand-to-hand combat. They're experts at moving quickly, nimbly and out of the way of incoming danger. They prefer to kick, strike or wrestle rather than take up arms such as melee or ranged weaponry.

Because of their disciplined training, fighters excel at dodging traps, attacks and other dangers requiring lightning-fast reflexes.

BONUSES – Fighters begin with strength 6, intelligence 2, dexterity 8 and vitality 4. Fighters choose 4

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feats (page XYZ) from the character's race or species (page XYZ). Each time a fighter is promoted to a new level, they gain 1d6+1 extra health points. Fighters have a movement of 6 (tactical time).

DETRIMENTS – Fighters suffer -1 skill point (intelligence).

Healer

Dedicating their lives to helping others, healers 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 group in less-than 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.

BONUSES – Healers begin with strength 4, perception 2, charisma 6 and health 8. Healers choose 4 feats (page XYZ) from the race or species chosen (page XYZ). Each time a healer is promoted to a new level, they gain 1d6+1 extra health points. Healers have a movement of 5 (tactical time).

DETRIMENTS – Healers suffer -1 stamina point.

Leader

Leaders are the rare few who can command an army, orate a great speech, perform works of art and talk their way out of a dangerous and tense situation.

Resourceful individuals, leaders come from many walks of life but all share a delight, and affinity, for talking to their fellow comrades. While many leaders are socialites of honest trade, such as merchants, ambassadors or diplomats, many others use their trusting nature to con or swindle others.

BONUSES – Leaders begin with perception 4, intelligence 6, charisma 8 and vitality 2. Leaders choose 4 feats (page XYZ) from the character's race or species (page XYZ). Each time a leader is promoted to a new level, they gain 1d6-1 extra health points. Leaders have a movement of 6 (tactical time) and +1 skill point (intelligence).

Marksman

Marksmen are characters with a reputation for deadly accuracy with ranged weaponry. Gunslingers, snipers and sharpshooters—they're known by many names throughout legend and lore, but their skill is always respected.

Through countless hours of training, marksmen have an improved eye-hand coordination and perception of their surroundings. With the right shot, marksmen can deliver a deadly blow from a distance—before the en-

emy ever had a chance to pose a threat.

BONUSES – Marksmen begin with perception 8, intelligence 4, dexterity 6 and charisma 2. Marksmen choose 3 feats (page XYZ) from the character's race or species (page XYZ). Each time a marksman is promoted to a new level, they gain 1d6 extra health points. Marksmen have a movement of 8 (tactical time) and gain +1 power point when attacking.

Scout

Scouts are highly intelligent and well-trained individuals who prefer to work their secret craft in the shadows where they remain unseen. Scouts are often up to nefarious or illegal activities—whether it be to pick-pocket an unsuspecting victim or smuggle 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, scouts will employ the sinister art of trap making. Because of their expert experience in such matters, they are also good at disarming traps.

Scouts go by many names such as thieves, rogues and ninjas but little is known by general society of their their closely guarded secrets.

BONUSES – Scouts begin with strength 2, perception 6, intelligence 8 and dexterity 4. Scouts choose 5 feats (page XYZ) from the character's race or species (page XYZ). Each time a scout is promoted to a new level, they gain 1d6 extra health points. Scouts have a movement of 7 (tactical time).

DETRIMENTS – Scouts suffer -1 skill point (strength), -1 power point when attacking and -1 stamina point.

Warrior

Warriors are 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 are athletic, courageous in battle and prefer to stand toe-to-toe with any enemy that stands in their path. Warriors are veterans of war, accumulating years of experience through tried and true methods of combat.

BONUSES – Warriors begin with strength 8, dexterity 2, charisma 4 and vitality 6. Warriors choose 3 feats (page XYZ) from the character's race or species (page XYZ). Each time a warrior is promoted to a new level, they gain 1d6+2 extra health points. Warriors have a movement of 5 (tactical time) and gain +1 fortitude.

B. Choose a Race or Species

The second step to creating a character is to choose a creature type that best suits the PC. Fantasy and science-fiction worlds are full of creatures and species ranging from the mundane to the fantastic.

Creature types are refereed to as **Races** in fantasy games and **Species** in science-fiction games, but serve as the same placeholder. In fact, in the OPEN ADVENTURE game, you have the option to choose whichever race or species you want from the list on page XYZ.

Common Races & Species

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

With permission from your GM, you may create your own race or play one not listed in this booklet (see page XYZ). Steps for creating custom races or species can be read on page XYZ.

Choose a race or species that sounds most entertaining to play. You don't have to know all the personality traits of a race to begin playing one; if in doubt, make it up!

Once a species has been chosen, write down the focus, feats, bonuses and detriments of your selection. The various aspects of each race will be explained and used in the following steps to creating a character.

Human

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.

SIZE – Medium with average body type.

FOCUS – Agility, cunning or prestige.

FEATS – Sprint, improved jump, improved climb, improved swim, fear resistance.

BONUSES – +1 skill points (strength), +3 language points (any language) and +1 will.

Fantasy Races

Elf

Elves are graceful, slender demi-humans with delicate features and pointy ears. Elves are known to use magic spells, but prefer to spend their time feasting and frolicking in wooded glades. They rarely visit cities of men. Elves are fascinated by magic and never grow weary of collecting spells or magic items. Elves love beautifully crafted items and choose to live an agrarian life in accord with nature.

SIZE – Medium with slim body type.

FOCUS – Agility, spirit or alertness.

FEATS – Magic resistance, heat vision, improved listen, sprint, illusion resistance.

BONUSES – +3 skill points (dexterity), +2 language points (dwarf), +2 language points (hobgoblin).

DETRIMENTS – -2 skill points (strength).

Dwarf

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 can be dangerous opponents, able to fight with any weapon, melee or ranged. They admire craftsmanship and are fond of gold and stonework. Dwarves are dependable fighters and are sturdy against magical influences.

SIZE – Small with stout body type.

FOCUS – Brawn, resilience or alertness.

FEATS – Heat vision, poison resistance, dark vision, improved climb, fear resistance.

BONUSES – +4 skill points (strength), +1 will.

Felidae

Felidaens are several sub-races of feline catfolk. 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 away lands.

SIZE – Medium with average body type.

FOCUS – Cunning, prestige or alertness.

FEATS – Dark vision, improved reflexes, prehensile tail, natural attack, improved jump.

BONUSES – +4 skill points (strength), +1 will.

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Gnome

Gnomes are small, wiry tinkers 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.

SIZE – Small with average body type.

FOCUS – Cunning, spirit or resilience.

FEATS – Nimble fall, improved stealth, heat vision, poison resistance, improved listen.

BONUSES – +4 skill points (charisma), +2 skill points (intelligence).

DETRIMENTS – -1 fortitude.

Kitsune

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 wits and nimbleness have gotten them out of many troubles before.

SIZE – Medium with slim body type.

FOCUS – Agility, prestige or alertness.

FEATS – Blank out, improved stealth, natural attack, improved climb, sprint.

BONUSES – +3 skill points (charisma), +2 reflex.

DETRIMENTS – -1 fortitude.

Lizardfolk

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

SIZE – Medium with average body type.

FOCUS – Agility, brawn or resilience.

FEATS – Cold blooded, amphibious, large tail, natural attack, hold breath.

BONUSES – +2 skill points (strength), +2 skill points (dexterity), +1 skill point (perception).

Minotaur

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

SIZE – Medium with stout body type.

FOCUS – Brawn, spirit or alertness.

FEATS – Natural attack, magic resistance, fear resistance, speak with animals, dark vision

BONUSES – +5 skill points (strength)

Ogre

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.

SIZE – Large with stout body type.

FOCUS – Brawn, spirit or resilience.

FEATS – Poison resistance, speak with plants, fear resistance, heat vision, psionic resistance

BONUSES – +3 language points (troll), +2 language points (gnome) +3 skill point (strength), +2 fortitude.

DETRIMENTS – -3 skill points (charisma), -2 skill points (dexterity).

Troll

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.

SIZE – Large with slim body type.

FOCUS – Agility, cunning or spirit.

FEATS – Improved climb, improved swim, magic resistance, improved reflexes, dark vision

BONUSES – +2 language points (minotaur), +3 skill points (perception), +2 skill points (dexterity).

DETRIMENTS – -2 language points (common).

Science-fiction Species

Android

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

SIZE – Medium with stout body type.

FOCUS – Brawn, resilience or alertness.

FEATS – Exoskeleton, psionics resistance, poison resistance, amphibious, heal self.

BONUSES – +3 language points (vultan), +3 language points (klangon), +3 language points (dushraki), +3 fortitude.

DETRIMENTS – -5 skill points (charisma), -3 skill points (dexterity).

Changling

An alien species whose 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 than 1 space in volume. Changelings 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.

SIZE – Medium with average body type.

FOCUS – Cunning, spirit or prestige.

FEATS – Change shape, improved stealth, speak with animals, blankout, multi-armed.

BONUSES – +2 skill points (charisma), +1 skill point (intelligence), +2 skill points (dexterity).

Dushraki

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 or 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.

SIZE – Small with slim body type.

FOCUS – Agility, prestige or resilience.

FEATS – Exoskeleton, gliding wings, cold blooded, multi-armed, dark vision.

BONUSES – +2 will, +1 reflex, +2 skill points (charisma).

Genetic Clone

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 hunting or mercenary jobs while others have tried to escape their past.

SIZE – Medium with stout body type.

FOCUS – Agility, brawn or cunning.

FEATS – Heal self, fear resistance, blankout, improved stealth, improved climb.

BONUSES – +2 will, +2 reflex, +2 fortitude, +2 skill points (dexterity)

DETRIMENTS – -2 skill points (charisma), -1 language point (calamorian).

Klangon

Klangons are a vicious humanoid warrior species. The klangons are a proud, tradition-bound people who value honor and combat. The aggressive klangon culture has 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.

SIZE – Large with stout body type.

FOCUS – Alertness, brawn or resilience.

FEATS – Improved jump, sprint, dark vision, fear resistance, improved climb.

BONUSES – +3 language points (megalisk), +2 skill points (strength), +1 skill point (perception).

DETRIMENTS – -1 reflex.

Mutant

Mutants are not a species in of themselves, but the result of another species being exposed to harmful

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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.

SIZE – Medium with average body type.

FOCUS – Brawn, spirit or alertness.

FEATS – Psionics resistance, illusion resistance, heat vision, heal self, poisonous attack.

BONUSES – +2 language points (dushraki), +3 skill points (perception), +3 reflex.

DETRIMENTS – -2 skill points (charisma).

Reptoid

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 low 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.

SIZE – Large with stout body type.

FOCUS – Agility, resilience or alertness.

FEATS – Cold blooded, amphibious, burrow, large tail, sticky tongue.

BONUSES – +1 skill point (perception), +3 skill points (strength), +3 reflex, +2 language points (xer-gling).

DETRIMENTS – -4 skill points (intelligence).

V'Ruari

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 breathe 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.

SIZE – Small with average body type.

FOCUS – Cunning, spirit or alertness.

FEATS – Prehensile tail, dark vision, speak with animals, improved climb, nimble fall.

BONUSES – +5 language points (dushraki), +3 language points (ornithoin).

DETRIMENTS – -3 skill points (strength).

Vultan

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.

SIZE – Medium with slim body type.

FOCUS – Cunning, spirit or prestige.

FEATS – Psionics resistance, heal self, heat vision, blank out, illusion resistance.

BONUSES – +5 skill points (charisma).

Custom Character Races & Species

In OA you can create new creature types, or character races or species not listed in this book. It is assumed player characters are humanoids of the small, medium or large size. For exotic characters of different sizes or body shapes, discuss the details with the game master to insure appropriate abilities.

The steps to creating custom character races or species is listed below:

1. **NAME YOUR CREATURE TYPE** – The race or species should be given an imaginative name that best describes the theme or style of the creature type.

2. **DETERMINE YOUR CREATURE'S SIZE** – Most creatures should be one of three sizes: small, medium or large. Each size can have one of three body types, which represent the girth of the character: slim, average or stout. See page XYZ for details on character sizes.

3. **CHOOSE THREE FOCUS** – Each creature type should have three focus that the players can choose from. Read focus details starting on page XYZ.

4. **CHOOSE FIVE FEATS** – Pick five feats that are most appropriate to, and best describe the capabilities of, your race or species. See page XYZ for a list of feats.

5. **CHOOSE BONUSES** – Decide where to place five +1 modifiers amongst the following traits: skill points, language points and/or save tests. These modifiers can be allocated in any order or grouping, to one or more of the above traits. Characters can suffer -1's as

detriments to the same trait types. For every point suffered as a detriment, the creature type gains +1 bonus (placed in a trait of your choice).

C. Choose a Focus

Choose one focus from the chosen race or species.

After a race or species has been chosen, pick one of the focuses listed for that creature type. Write down on a sheet of paper all bonuses and detriments from the chosen focus.

Below is a list of all available focuses:

Agility

The “agility” focus represents an increase in nimbleness, flexibility and balance. Characters with the agility focus have trained their body to become more acrobatic, and therefore stronger.

BONUSES – Adventurers with the agility focus gain +1 strength, +2 dexterity, +3 skill points (dexterity) and +2 reflex.

Alertness

The “alertness” focus symbolizes an increased senses, awareness and insight. Characters with the alertness focus are keenly aware of their surroundings and possible dangers.

BONUSES – Adventurers with the alertness focus gain +2 perception, +1 charisma, +1 skill points (perception), +2 language points (any) and +2 reflex.

Brawn

The “brawn” focus is for characters with exceptionally strong bodies. Constant training has earned characters with the brawn focus large muscles and powerful bodies.

BONUSES – Adventurers with the brawn focus gain +2 strength, +1 vitality, +4 skill points (strength) and +1 fortitude.

Cunning

The “cunning” focus represents intelligent, clever and quick-witted characters. Characters with the cunning focus are extremely bright and spent much of their time studying and developing new skills.

BONUSES – Adventurers with the cunning focus gain +1 perception, +2 intelligence, +2 skill points (intelligence) and +3 will.

Prestige

The “prestige” focus symbolizes characters who are great speech givers, negotiators and magnetic person-

alities. Characters with the prestige focus can win the hearts and minds of their peers and pull strings for favors.

BONUSES – Adventurers with the prestige focus gain +1 intelligence, +2 charisma, +2 skill points (charisma) and +3 language points (any).

Resilience

The “resilience” focus is for characters with naturally strong constitutions and fortitudes. Characters with the resilience focus tend to have longer life spans and live healthier lives.

BONUSES – Adventurers with the resilience focus gain +1 dexterity, +2 vitality, +3 fortitude and +2 will.

Spirit

The “spirit” focus symbolizes an abundance in mystical powers swirling with mana or psi. Characters with the spirit focus are naturally gifted to channeling the magical powers of spells and/or psionics.

BONUSES – Adventurers with the spirit focus gain +1 vitality, +2 magic, +2 language points (any), +1 fortitude, +1 reflex and +1 will.

D. Choose Feats

Choose a number of feats from the chosen race or species equal to the number of feats allowed by the chosen archetype.

You may choose a number of feats from the race or species chosen equal to the number of feats allowed by the archetype chosen. Below is a list of feats, and their effects:

General Feats

Fear Resistance

+2 Will save vs fear & charm.

Heal Self

Once per day, you may spend a full-turn action to heal a number of HP equal to the character's level.

Hold Breath

You can hold breath up to five times longer than normal.

Improved Climb

+2 to climb ability tests and MV when traveling through vertical terrain.

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Improved Jump

+2 to jump ability rolls and when determining jump distance.

Improved Listen

+2 to listen ability tests and when determining listen distance.

Improved Reflexes

+2 to surprise & initiative, +1 reflex save vs traps.

Improved Stealth

When you take this feat, choose a terrain type. You gain +2 to stealth skill tests (hide, sneak, sleight of hand) when performed in terrain type chosen.

Improved Swim

+2 to swim ability rolls and MV when traveling through water terrain.

Nimble Fall

+2 defense against wrestling and attacks that would knock the character prone. -2 damage from falling.

Poison Resistance

Immunity to disease, +1 fortitude save vs poison & paralysis.

Sprint

Spend 1 stamina point to gain twice the number of remaining movement points for this turn, until end of turn.

Supernatural Feats

Blankout

Once a day, may instantly vanish for one turn as a free action.

Dark Vision

Can see in "no illumination" environments as if in "partial illumination" environments—up to 6 spaces away. Cannot see color when using this ability.

Heat Vision

Can see bodies of heat in "partial illumination" and "no illumination" environments up to 6 spaces away. Cannot be used to detect cold blooded characters.

Illusion Resistance

+1 to skill tests, save throws and defense vs illusions and illusionary effects.

Magic Resistance

Immunity to paralysis, +2 will vs sleep & magic spells.

Psionics Resistance

Immunity to ESP, +2 will vs charm & psionics.

Sonic Attack

Once per hour, may perform a thunderous sonic attack as a full-turn action. The sonic attack is considered 10 times louder than speaking volume. Any characters (except the attacker) within range must succeed at a will save or suffer 1 stun counter. This feat takes up two feat slots instead of one.

Speak With Animals

Gain 15 language points distributed amongst three animals types of your choice in any order you choose.

Speak With Plants

Gain 15 language points distributed amongst three plant types of your choice in any order you choose.

Stench Attack

As a full-turn action, emit a powerful stink that covers an area 4 region surrounding the attacking character. Any characters in the area (except the attacker) must perform a fortitude save. Failure results in the victim suffering an intoxication counter. Stench attack lasts for 1 minute and follow the attacking character. Stench attack may only be used once a day.

Toxic Attack

As a full-turn action, envenom a weapon or natural attack with a poisonous saliva or blood. When you take this feat, choose one of the following venoms:

- LIFE-STEALING – Victim makes a fortitude save: If failed, lose 1d6-1 HP.
- PARALYTIC – Victim makes a fortitude save: If failed, suffer 1 stunned counter.
- WEAKING – Victim makes a fortitude save: If failed, suffer 1 exhaustion counter.

Once chosen, the venom type cannot be changed later. The effects of toxic attack only occur if 1 or more damage was dealt by the envenomed weapon. Toxic attack may be performed a number of times a day equal to your vitality. The venom remains effective on a weapon for 1 day. This feat takes up two slots instead of one.

Non-Human Feats

Amphibious

Can breath under water up to three times as long as holding breath.

Blindsight

Through echolocation, smell, vibrations, magic or other extraordinary senses, you can sense the location of objects and characters up to 3 spaces away (whether or not you have sight). Blindsight cannot discern color or read words, and is not effected by light-based attacks but may be vulnerable to sound-based attacks if blindsight relies on hearing.

Breath Attack

As a full-turn action, you may expel something from your mouth as an attack. Breath attack fills an area 3x4 region adjacent to you. Any characters caught in the affected area succeed at a reflex save to suffer half damage. Failure results in suffering full damage. Breath attack deals damage as if the area was on fire. Breath weapon lasts until end of turn and can only be performed once a day.

Burrow

Travel through soft soil or ground dirt with half speed (rounded down)

Change Shape

As a full-turn action, change shape of your body to an object or character of the same size or one size smaller for 1 hour.

Cold Blooded

Immune to overheating due to weather, personal clothing, etc. Suffer twice the penalties from cold effects.

Constrict

Successfully perform a wrestle attack to surround or grab an adjacent enemy. If the enemy becomes "pinned", you may begin crushing it, dealing two-handed improvised weapon damage to it. This feat takes up two feat slots instead of one.

Flying Wings

May travel through air terrain horizontally, vertically or diagonally at normal speed.

Gliding Wings

May move 5 spaces horizontally for every 1 space fallen vertically at half the normal fall speed. -2 damage from falling. Cannot be used to gain height, only

glide while falling.

Large Tail

Has a large tail that can be used to make one free attack with per turn (using the "unarmed attack" rules).

Multi-Armed

Has one or two extra appendages. Treat as extra arms. If two extra arms are chosen, this feat takes up two feat slots instead of one.

Natural Armor

Every time you take damage, you may spend 1 stamina point to negate 1 damage. This ability may only be performed once per turn.

Natural Attack

May perform a free attack using the hooves, horns, talons, etc. of the character to gore, slam, pierce or cut an opponent. Treat the attack as a one-handed improvised weapon.

Prehensile Tail

You have a small flexible tail that can be used to hold objects, but not to attack. +2 to climbing, balancing and hanging freely.

Quadrapped

Posses four legs and two arms. +2 defense vs wrestling. +1 movement point. This feat takes up two feat slots instead of one.

Sense Scent

Can use a superior sense of smell to detect the presence of characters and objects that have a natural scent up to a distance equal to perception x 2 in spaces. Sense scent only detects the presence of a character or object, not direction or distance. Perform a search to determine additional information from the scent.

Sticky Tongue

May perform an unarmed attack with reach 2. If the attack was successful, the target character is stuck to the tongue and cannot move more than 2 spaces away from the attack (and visa versa).

The target receives -2 defense while stuck, but can perform a wrestling attack to break free from the tongue. This feat may allow the attacker to pull the target to a space adjacent to the attacker—but if this ability is chosen, this feat should take up two slots instead of one.

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Swallow Whole

May perform a wrestling attack to place an adjacent enemy in your mouth. Another successful wrestle attack results in you swallowing the character whole. The character may attempt a wrestle attack to fight their way back to your mouth.

E. Roll 2d6 Character Points

Your character gains 2d6 additional character points that may be distributed amongst any of the seven primary traits. When allocating the character points this way, two rules must be followed:

1. No primary trait (except “magic”) may have less than 1 character point total.
2. No primary trait may have more than 10 character points total.

This is the step where you may raise exceptionally low primary traits, or bolster primary trait numbers that you wish to be particularly powerful.

F. Apply All Character Details

Apply all bonuses, detriments, focus and feats your character has gained through the character creation process. Make note of any change in health points, stamina points, save tests, ability tests and so forth.

Additional Character Information

The final step to creating a PC is to fill in an assortment of miscellaneous information. You may have given this some thought all throughout the character creation process, but now it's time to give your PC a race, name, personality and background.

Name Your Character

When choosing a name, you should select one that is appropriate to the fantasy or science-fiction world in which your PC will be adventuring in. Ask your GM about the setting of the world he or she will be designing.

If, for example, it was based on a real-world civilization, culture or canon, a name from that time or place would be most appropriate. Also take into account the race or species you have chosen for your character, as each race has a different culture.

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

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

Personality

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

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

Background

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

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

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

ROLE: What your character does on a day-to-day basis can be considered his or her profession. Professions, also known as **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.

Alignment

The actions, deeds and intentions of a character, whether they are good or evil, will begin to effect how NPCs perceive and treat that character. The more evil a character is, for example, the less liked they are by those who align themselves with justice and law but the more accepted they are by other evil individuals.

How good or evil a character has become is represented by a number of **Alignment Points (AP)**. There are two types of alignment points: good AP and evil AP. Characters can receive 1 alignment point for each time they do one or more of the following:

Good Alignment Points

- Donate 1 gc to a church, guild, organization or person of good intent
- Harm an evil-aligned character for good reasons
- Perform an overtly selfless act for no compensation

Evil Alignment Points

- Donate 1 gc to a church, guild, organization or person of evil intent
- Harm 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 each other out resulting in the loss of both.

Gaining a New Level

Randomly select one talent from an archetype of your choice. Your PC gains 1d6 HP and 1d6 skill points. Your adventurer can use the next tier of spells and psionics (if they have 1 or more points in their magic primary trait)

In total, there are five levels a character can achieve: level I, level II, level III, level IV & level V. However, characters begin their first adventure at level 0.

Each level (other than level 0) has a minimum amount of **Experience Points (XP)** a character must obtain before they can be promoted. A character must collect a number of XP equal to the minimum amount for the level they wish to reach.

Starting at level I, after achieving a new level players are allowed to randomly select one new talent from an archetype of their choice (talents & archetypes are discussed on page XYZ).

Next, the character's maximum HP is increased by 1d6 points. The character also gains 1d6 "+1" modifiers for any abilities of their choosing. Lastly, any characters with 1 or more points in their magic trait gain access to a new tier of magic equal to their new level. FOR EXAMPLE, a character promoted from 2nd to 3rd level would be able to use 3rd tier spells and psionics (as well as all lower tiers of magic) for which they had the appropriate type of mana.

Level Advancement

Level	Total XP Required
Level 0	–
Level I	500 XP
Level II	2,000 XP
Level III	4,500 XP
Level IV	8,000 XP
Level V	12,500 XP

After 5th level, no additional bonuses or benefits are gained other than once every additional 18,000 experience points gained the character may randomly select 1 talent from an archetype of their choice. The game master should refer to page XYZ for details on how players earn XP.

Example Character Creation

1. With 30 points to allocate, 25 of the points are assigned to the six primary traits with the results of Strength 3, Perception 3, Intelligence 4, Dexterity 5, Health 7 and Charisma 3. These numbers are recorded in pencil on a sheet of paper.
2. The player saves the last 5 points for the Magic trait.
3. The player notes the pros and cons due to their character's primary traits:
 - A. A STRENGTH score of 3 means the character will add 3 to their Melee Attack.
 - B. A PERCEPTION score of 3 means the character will add 3 to their Ranged Attack.
 - C. An INTELLIGENCE score of 4 means the character can assign 4 Skill Points.
 - D. A DEXTERITY score of 5 means the character will add 5 to their Defense.
 - E. A HEALTH score of 7 means the character gets 7 Health Points and 7 Stamina Points.
 - F. A CHARISMA score of 3 means the character will make Reaction tests at a value of 3.
4. The player assigns the 4 skill points their character got from their intelligence trait to the following abilities: +1 Lock pick, +1 Knowledge [Magic] and +2 Engineer [Set Traps]. The player must also assign ten -1 modifiers, and chooses the following abilities: -4 Swim, -2 Teach, -2 Jump, -2 Bureaucracy [Elves]. These numbers are written down on the paper with all other abilities considered to have a "+0" modifier.
5. The player 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).
6. Because the character has Magic 5, the player may choose five mana types. The player selects: 3 Black Mana and 2 Green Mana.
7. The player rolls 2d6+3 for a roll of 11, which gives the character 11 silver coins (sc) with which to buy equipment.
8. The player decides to "buy" the following list of equipment: scaled 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.
9. Scaled 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).
10. A dagger has a damage value of 1. The player adds this number with their character's Strength 3 to get a Melee Attack of 4 (1 + 3 = 4).
11. Current experience is marked as "0" and 500 is written as the total necessary to become a 1st level character.
12. The player is female and decides her character will also be female. She decides her character is an adult felidaen witch named "Ashelia Greenroot".

Part III: Equipment & Services

Adventurers who risk their lives embarking on a quest are far more likely to survive their ordeal if properly equipped and armed for the dangers that lie before them.

This should not be considered a complete list of equipment, but rather an example of the type of gear a game master can offer in his or her own campaign.

Money

Roll 2d6+3 to determine starting money for your PC in silver coins or star credits.

In OA, there are three types of currencies used when making trades or purchases. **Copper Coins (CC)** for fantasy or **Common Credits (CC)** for science fiction games, are the smallest denomination used for purchasing items and equipment. 100 CC is worth 1 **Silver Coin (SC)** for fantasy or **Star Credit (SC)** for sci-fi. 100 SC is worth 1 **Gold Coin (GC)** or **Galactic Credit (GC)** for science-fiction.

Before the game begins players roll 2d6+3. This is the amount of currency (in SC, see below) their character begins with in the game. Use this money to purchase weaponry, armor and expedition gear before game play.

Money Denominations

100 Copper Coins	= 1 Silver Coin
100 Silver Coins	= 1 Gold Coin
100 Common Credits	= 1 Star Credit
100 Star Credits	= 1 Galactic Credit

All three types of currency are universally accepted just about anywhere there is commerce. Treasures found in the hinterlands or far reaches of space will always have a value given in either copper, silver or gold coins or in core, star or galactic credits.

Equipment List

Adventurers will want to equip themselves with tools, weapons, armor and other items and instruments before embarking on their expedition. Most of the following items listed are considered common enough that they can be found for sale by most merchants selling such wares. Particular items may not be appropriate for the adventure or campaign setting the game master chooses, and therefore may be restricted or not allowed to be bought or sold.

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. Re-

fer to the **MASTER RULEBOOK** for common trade prices of trade goods.

Tools and equipment one or more benefits to characters that choose to use them. Items and equipment will:

- Allow specific actions to be attempted—or—provide an “advantage” to a related action
- Posses a special ability or effect
- Offer coins or credits through sale or trade

Certain items, such as a lock pick kit, allow a character to perform a specific action (see skill tests on page XYZ) that they would otherwise not be able to attempt. FOR EXAMPLE, a writing utensil and paper would allow a character to take notes or draw a map—something they would be unable to do without those items.

When a character performs a skill test for an action they could do without an item, they may choose to use one or more appropriate items to offer an advantage to their test. When an item offers an advantage, the player who's character is using the item may re-roll one or both dice on the skill test roll. One or both of the dice may be re-rolled after the skill test roll has been made, but the player must accept the second roll result (unless more than one item is providing an advantage). FOR EXAMPLE, a character attempts to climb down a sheer cliff. Normally, the controlling player would make a climb skill test. However, if the character wanted to use a rope while climbing, the item would provide an advantage for the skill test. The player may make the skill test as normal then choose to re-roll one or both of the dice results, keeping the second result.

Common Clothing

The types of clothes a character chooses to wear can have a great influence on their presentation and how NPCs perceive them. Armor can be worn over clothing, but common clothing does not provide any defensive bonus to it's wearer. Clothing consists of under garments and outer wear necessary to complete the outfit. For rules purposes, characters are assumed to take 1 minute to don or doff clothing.

The common clothing table on page XYZ shows a basic list of outfits and uniforms for sale. Clothing information in the table is as follows:

CLOTHING NAME – Describes the type of outfit it is considered to be. Some vestments should only be used in fantasy or science-fiction campaigns, unless the game master allows for use of the outfits in different genres.

COST – Cost is the amount of coins or credits that must be spent to purchase the clothes.

Part III: Equipment & Services

Common Clothing

Clothing	Cost	Weight
OUTFITS		
Adventurer's Clothes	1 sc	4 wt
Artisan Clothing	10 cc	2 wt
Clerical Cossack	50 cc	3 wt
Constable's Uniform	80 cc	4 wt
Courtier Clothing	3 sc	3 wt
Entertainer's Outfit	30 cc	2 wt
Healer's Vestments*	70 cc	3 wt
Magician's Cloth*	50 cc	2 wt
Monk Cloth	50 cc	1 wt
Noble Clothes	8 sc	5 wt
Peasant Clothes	1 cc	1 wt
Royal Clothing	2 gp	7 wt
Scientist's Uniform**	10 cc	3 wt
Scholar Uniform	50 cc	3 wt
Traveler's Clothing	10 cc	2 wt
ARTICLES		
Belt, Common	1 cc	½ wt
Cloak / Cape	5 cc	1 wt
Coat, Long	70 cc	1 wt
Coat, Leather	1 sc	3 wt
Dress	90 cc	2 wt
Footwear, Boots (pair)	2 sc	½ wt
Footwear, Shoes (pair)	20 cc	2 wt
Hat	10 sc	1 wt
Gloves, Mittens	10 cc	½ wt
Gloves, Utility	6 cc	½ wt
Long Underwear	10 cc	½ wt
Shirt, Linen	5 cc	1 wt
Shirt, Wool	50 cc	½ wt
Trousers, Linen	50 cc	1 wt
Trousers, Wool	2 sc	2 wt

* = Fantasy Only, ** = Science-fiction Only

WEIGHT – The measure of how heavy the clothes are, in weight points. The unit of weight is 1 kilogram equals 1 weight. This is an optional trait that can be used according to the rules found on page XYZ in the **INTERMEDIATE RULEBOOK**. If only the basic rulebook is being used, this trait can be ignored.

Weaponry

The weapons table on page XYZ shows a basic list of starting weapons for sale. Weapon information in the below table is as follows:

WEAPON NAME – Describes the basic type of weapon it is considered to be. The name is different for fantasy and science-fiction genres, but all other rules are the same. Note ranged weapons require ammunition to use, with one ammunition being spent per use. **FOR EXAMPLE**, a crossbow needs a quarrel to be fired in order to use the weapon.

COST – The amount of coins or credits that must be spent to purchase the weapon.

DAMAGE – The number that determines how many of a enemy's health points are lost when a character attacks with the weapon. A weapon's damage number is added to a character's strength or perception (depending on if the weapon is melee or ranged).

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

WEIGHT – The measure of how heavy the weapon is, in weight points. The unit of weight is 1 kilogram equals 1 weight. This is an optional trait that can be used according to the rules found on page XYZ in the **INTERMEDIATE RULEBOOK**. If only the basic rulebook is being used, this trait can be ignored.

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

ABILITIES – The effects a weapon can achieve during combat. Most abilities have a cost that must first be paid for the effect to resolve. See page XYZ for weapon ability details.

Armor

The armor table is a basic list of armor for sale commonly found at any merchant who sells such things. Armor information in the below table is as follows:

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

COST – The amount of coins or credits that must be spent to purchase the armor.

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

Fantasy Weaponry

Weapon	Cost	Damage	Weight	Handedness	Ability
MELEE WEAPONRY					
Axe, Hand	60 cc	2	1 wt	1H	★: +1 Damage
Axe, Battle	3 sc	4	3 wt	2H	★★: +1 Damage ★★: Knockback 1
Cestus, Spiked	50 cc	2	½ wt	1H	⚡: Stun ★★: +1 Damage
Club, Baton	30 cc	1	2 wt	1H	★: Stun
Club, Kanabo	4 sc	3	5 wt	2H	Sweep ★★: Stun ★★: Knockback 1
Dagger	30 cc	1	½ wt	1H	★★★: +1 Damage
Flail	1 sc	3	1 wt	1H	⚡★: Stun
Hammer, Maul	2 sc	4	5 wt	2H	–
Hammer, War	1 sc	2	2 wt	1H	Sweep
Polearm, Lance	2 sc	4	4 wt	1H	Reach 1
Polearm, Pike	50 cc	3	9 wt	2H	Reach 1
Polearm, Glaive	4 sc	4	3 wt	2H	Reach 1 Sweep ★★: Sunder 1 ⚡: Pierce 1
Quarterstaff	2 cc	–	2 wt	2H	Reach 1
Rod, Mace	50 cc	2	2 wt	1H	–
Rod, Morningstar	1 sc	3	2 wt	1H	–
Scythe	1 sc	1	1 wt	1H	–
Sword, Bastard	5 sc	4	3 wt	2H	★★★★: Stun
Sword, Long	4 sc	3	2 wt	1H	★: Bleed 1 ★★: Sunder 1
Sword, Rapier	3 sc	3	1 wt	1H	⚡: Bleed 1 ★: +1 Damage
Sword, Scimitar	3 sc	3	1 wt	1H	★: Bleed 1 ⚡: +1 Damage
Sword, Short	1 sc	2	1 wt	1H	Bleed 1 ★★: +1 Damage
Whip	30 cc	1	1 wt	1H	Reach 1

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

WEIGHT – The measure of how heavy the armor is, in weight points. The unit of weight is 1 kilogram equals 1 weight. This is an optional trait that can be used according to the rules found on page XYZ in the **INTERMEDIATE RULEBOOK**. If only the basic rulebook is being used, this trait can be ignored.

ABILITIES – The effects an armor can use during combat. Most abilities have a cost that must first be paid for the effect to resolve. See page XYZ for armor ability details.

Part III: Equipment & Services

Fantasy Weaponry (Continued)

Weapon	Cost	Damage	Range	Weight	Handedness	Ability
RANGED WEAPONRY						
Atlatl*	30 cc	–	8	1 wt	1H	⚡: Pierce 1
Blunderbuss***†	80 cc	3	3	2 wt	1H	★★: Knockback 1 ★★: Stun
Blowgun**	40 cc	–	2	½ wt	1H	⚡: Stun ⚡: +1 Range
Bow, Long*	40 cc	1	16	1 wt	2H	★★: +1 Damage ★★: Bleed 1 ★: +1 Range
Bow, Recurve*	1 sc	2	11	1 wt	2H	★↻: +1 Damage ★↻: Sunder 1
Bow, Short*	30 cc	–	10	1 wt	2H	–
Crossbow, Hand**	4 sc	–	8	2 wt	1H	–
Crossbow, Light**	3 sc	1	11	3 wt	2H	★★: +1 Range
Crossbow, Heavy**	5 sc	2	13	9 wt	2H	★★: Stun ★★: +1 Damage
Pistol, Flintlock***†	50 cc	2	5	1 wt	1H	★: Bleed 1 ★★↻: Pierce 1
Musket***†	1 sc	4	8	4 wt	2H	–
Sling***	10 cc	–	3	½ wt	1H	★★★★: Stun
THROWN WEAPONRY						
Axe, Throwing	800 cc	–	3	2 wt	1H	★: +1 Damage
Bola	50 cc	–	4	2 wt	1H	★★★★: +1 Damage ★⚡: Entangle
Dagger, Throwing	30 cc	–	2	1 wt	1H	–
Dart	40 cc	–	2	½ wt	1H	–
Grenade, Saltpeter ¹	2 sc	3	3	2 wt	1H	Area 3 ★↻: Burn 2
Javelin	15 cc	1	6	1 wt	1H	–
Net	20 cc	–	2	1 wt	2H	Area 3 ★: Entangle
Spear	40 cc	1	4	1 wt	1H	–
Star, Throwing	20 cc	–	3	½ wt	1H	⚡: +1 Damage
Trident	1 sc	2	2	2 wt	1H	–
AMMUNITION						
Arrows (10)	25 cc	–	–	1 wt	–	–
Quarrels (10)	30 cc	–	–	½ wt	–	–
Saltpeter (10)	1 sc	–	–	1 wt	–	–
Pellets, Lead (10)	3 cc	–	–	2 wt	–	–

* = Requires Arrows, ** = Requires Quarrels, *** = Requires Pellets, † = Requires Saltpeter,
⚡ = Stamina Points, ↻ = Activate, ★ = Power Points, ¹ = One-time Use Only

Science-Fiction Weaponry

Weapon	Cost	Damage	Range	Weight	Handedness	Ability
MELEE WEAPONRY						
Axe	3 sc	4	–	3 wt	2H	★: +1 Damage
Blackjack	50 cc	1	–	2 wt	1H	★⚡: Stun
Brass Knuckles	50 cc	1	–	½ wt	1H	–
Chain	1 sc	3	–	4 wt	2H	★↻: Reach 1 ★↻: Entangle
Chainsaw, Heavy**	3 sc	6	–	10 wt	2H	↻: Sunder 2
Chainsaw, Normal**	2 sc	4	–	5 wt	1H	↻: Sunder 1
Crowbar	50 cc	2	–	5 wt	2H	–
Cutiken	3 sc	4	–	1 wt	1H	Sweep
Garrote	10 cc	–	–	½ wt	2H	–
Gauntlet, Stun	80 cc	–	–	½ wt	1H	★★★: +1 Damage
Hammer, Sledge	1 sc	4	–	5 wt	2H	★★★: Knockback 1
Hammer, Meteor	4 sc	4	–	2 wt	1H	Sweep ⚡: Reach 1 ★★★: Entangle
Machete	1 sc	3	–	1 wt	1H	–
Nunchaku	1 sc	3	–	½ wt	1H	★: Stun ★★★: +1 Damage
Subspike	3 sc	4	–	3 wt	2H	Bleed 1 ★★★: +1 Damage
Sword, Laser	1 gc	6	–	½ wt	1H	★★★★: Sunder 2
Sword, Hook	1 sc	3	–	2 wt	2H	Dual Wield: Reach 1
Omnikatar	2 sc	4	–	½ wt	1H	★★★: Bleed 1
Reactive Blade	1 sc	5	–	1 wt	1H	★★★★: +1 Damage
Trappike	50 cc	5	–	9 wt	2H	–
Vibrokatana	2 sc	5	–	1 wt	2H	★: Sunder 1
Vibrostaff	2 cc	–	–	2 wt	2H	Reach 1
AMMUNITION						
Fuel/Energy (10)	25 cc	–	–	2 wt	–	–

⚡ = Stamina Points, ↻ = Activate, ★ = Power Points, ** = Requires Fuel / Energy

Putting On & Taking Off Armor

Characters may find themselves in situations when they wish to get into or out of their armor in a hurry. The amount of time it takes to **Don** (put on) or **Doff** (take off) armor depends on whether the armor is light, medium or heavy (see page XYZ for armor details). A character does not benefit from the defensive capabilities of armor until they have completed the necessary time to don the armor.

Don & Doff Armor Times

Armor Type	Don	Doff
Light Suited Armor	1 minute	1 minute
Medium Suited Armor	5 minutes	1 minute
Heavy Suited Armor	1 round	5 minutes

Part III: Equipment & Services

Science-Fiction Weaponry (Continued)

Weapon	Cost	Damage	Range	Weight	Handedness	Ability
RANGED WEAPONRY						
Machine Gun, Heavy*	8 sc	6	18	15 wt	2H	–
Machine Gun, Medium*	5 sc	4	13	10 wt	2H	–
Machine Gun, Light*	3 sc	3	13	5 wt	1H	–
Phaserblade Repeater**	1 sc	4	14	3 wt	2H	★: Sunder 2
Pistol, Laser**	40 cc	2	8	½ wt	1H	★★: Stun
Pistol, Revolver*	25 cc	1	6	1 wt	1H	★★: Pierce 1
Pistol, Semi-Auto*	20 cc	1	6	1 wt	1H	–
Plasma Thrower**	15 sc	3	4	25 wt	2H	★: Burn 1 ★: +1 Damage
Rail Cannon***	20 sc	4	4	30 wt	2H	↻: Stun ★: Knockback 1 ★: +1 Damage
Rifle, Assault*	40 cc	3	12	5 wt	2H	–
Rifle, Battle*	1 sc	4	13	5 wt	2H	–
Rifle, Bolt Action*	40 cc	3	15	2 wt	2H	★: Pierce 1
Rifle, Laser**	5 sc	5	8	1 wt	1H	★: Stun
Rifle, Lever Action*	30 cc	3	15	3 wt	2H	–
Rifle, Sniper*	2 sc	4	18	8 wt	2H	★★: +1 Damage
Rocket Launcher***	4 sc	5	5	4 wt	2H	Area 3 ★★: +1 Damage
Shotgun, Combat*	5 sc	5	10	5 wt	2H	★★: Knockback 1 ★★: Sunder 1
Shotgun, Full-auto*	40 cc	5	11	5 wt	1H	★★: Knockback 2
Shotgun, Semi-auto*	30 cc	3	13	4 wt	1H	–
Submachine Gun*	20 cc	1	11	2 wt	1H	–
THROWN WEAPONRY						
Thermite Grenade ¹	1 sc	5		½ wt	1H	Area 3 ★: Burn 1
Entangler	20 cc	–		1 wt	1H	Area 4 ↻: Entangle
AMMUNITION						
Bullets (10)	3 cc	–	–	½ wt	–	–
Fuel/Energy (10)	25 cc	–	–	2 wt	–	–
Projectiles (10)	30 cc	–	–	2 wt	–	–

* = Requires Bullets, ** = Requires Fuel / Energy, *** = Requires Projectiles,
 ⚡ = Stamina Points, ↻ = Activate, ★ = Power Points, ¹ = One-time Use Only

Armor

Fantasy Armor	Science-Fiction Armor	Cost	Toughness	Weight	Ability
LIGHT SUITED ARMOR					
Garment, Cloth	Uniform, Cloth	50 cc	–	2 wt	☞: +1● (this ability may only be used once a day)
Garment, Leather	Uniform, Battle Dress	1 sc	1	4 wt	⚡: +1 Defense until end of turn
Garment, Brigandine	Flak Jacket	3 sc	2	10 wt	–
MEDIUM SUITED ARMOR					
Mail, Chain	Vestment, Aramid	15 sc	2/4	18 wt	♥: +2 Defense until end of turn
Mail, Plated	Vestment, Ballistic	5 sc	3/5	18 wt	Roll: For every ★ rolled, +1 Defense until end of turn
Scale, Bronze	Exoskeletal Frame	5 sc	4/6	13 wt	-1 Dexterity +1 Strength
Scale, Iron	Nanosuit, Mesh	20 sc	5/7	14 wt	–
Scale, Leather	Nanosuit, Adaptive	2 sc	3/5	12 wt	☞: +2 Defense until end of turn
HEAVY SUITED ARMOR					
Banded, Iron	Power Armor, Siege	25 sc	7/9	15 wt	–
Banded, Leather	Power Armor, Tactical	5 sc	5/7	12 wt	⚡: +1★
Plate, Iron	Tank Suit, Basic	60 sc	8/10	22 wt	-1 Reflex Save
Plate, Steel	Tank Suit, Advanced	2 gc	9/11	22 wt	-2 Reflex Save
SHIELDS*					
Shield, Buckler	Shield, Mobile	1 sc	+1	2 wt	☞: +1 Defense until end of turn
Shield, Heraldic	Shield, Riot	2 sc	+2	6 wt	–
Shield, Tower	Shield, War Mantlet	3 sc	+3	13 wt	–
ARMOR ACCESSORIES					
Armor Spikes	Armor Blades	5 sc	–	5 wt	⚡☞: Sunder 2
Shield Spikes	Shield Blades	1 sc	–	2 wt	Attacks as a Dagger

⚡ = Stamina Points, ☞ = Activate, ★ = Power Points, ♥ = Health Points, * = Requires One Free Hand to Use

Food & Provisions

Without proper sustenance, an adventuring party won't get far in their journey. Characters must eat food to stave off the pains of hunger and stay healthy & fit. Food is divided into two sizes: **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 (which is dependent on their race or species).

Meals & Morsels

Food Size	Equals
1 Meal	= 5 Morsels
1 Morsel	= 1/5 Meal

Character Size & Eating Frequency

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

Adventurers must eat one meal's worth of food every 4-12 hours (depending on their size). The smaller the character, the less frequent they have to eat due to their small stature.

If a character does not eat enough food in the listed frequency, they suffer 1 starvation counter for every eating interval they miss.

Part III: Equipment & Services

Common Food & Provisions

Food (1 Meal)	Cost	Weight	Type
Apple	4 cc	½ wt	Fruit
Banana	50 cc	½ wt	Fruit
Beans, Dried	2 cc	3 wt	Other
Beef	90 cc	½ wt	Meat
Berries, Bush	3 cc	3 wt	Fruit
Berries, Vine	1 cc	2 wt	Fruit
Biscuits	10 cc	1 wt	Grain
Butter	30 cc	½ wt	Other
Bread	5 cc	½ wt	Grain
Carrot	1 cc	3 wt	Vegetable
Celery	2 cc	1 wt	Vegetable
Cereal	7 cc	3 wt	Grain
Cheese	30 cc	½ wt	Other
Chicken / Duck	15 cc	1 wt	Meat
Crackers	7 cc	3 wt	Grain
Crustacean	1 sc	1 wt	Meat
Egg	2 cc	2 wt	Other
Fish, Fresh Water	30 cc	2 wt	Meat
Fish, Salt Water	60 cc	3 wt	Meat
Game Meat	20 cc	½ wt	Meat
Goat	40 cc	½ wt	Meat
Hare	9 cc	½ wt	Meat
Lettuce	2 cc	4 wt	Vegetable
Maize	1 cc	½ wt	Vegetable
Mango	1 sc	2 wt	Fruit
Milk	50 cc	2 wt	Other
Mutton	40 cc	½ wt	Meat
Nuts, Assorted	35 cc	½ wt	Other
Onion	5 cc	2 wt	Vegetable
Peas, Green	4 cc	3 wt	Vegetable
Pemmican / Jerky	50 cc	1 wt	Meat
Pork	30 cc	1 wt	Meat
Potato	3 cc	2 wt	Other
Rice	1 cc	2 wt	Grain
Tangerine	70 cc	1 wt	Fruit
Tomato	2 cc	1 wt	Fruit
Yam	4 cc	2 wt	Vegetable

The provisions table on page XYZ shows a basic list of common foods and provisions for sale. Food information in the below table is as follows:

FOOD NAME – Describes the basic type of food or drink it is considered to be. Each foodstuff is sold as units of 1 meal each.

COST – The amount of coins or credits that must be spent to purchase the provision.

WEIGHT – The measure of how heavy the foodstuff is, in weight points. The unit of weight is 1 kilogram equals 1 weight. This is an optional trait that can be used according to the rules found on page XYZ in the **INTERMEDIATE RULEBOOK**. If only the basic rulebook is being used, this trait can be ignored.

TYPE – The class of the provision's type. Food and drink can be either "vegetable", "fruit", "meat", "grain" or "other". This is an optional trait that can be used according to the rules found on page XYZ in the **EXPERT RULEBOOK**. If only the basic rulebook is being used, this trait can be ignored.

Expedition Equipment

Before boldly going forth on an adventure, characters should purchase any equipment or supplies they feel they may need on their journey.

The equipment table on page XYZ shows a basic list of starting equipment for sale. Equipment information in the table below is as follows:

EQUIPMENT NAME – Describes the basic type of equipment it is considered to be.

COST – The amount of coins or credits that must be spent to purchase the equipment.

WEIGHT – The measure of how heavy the equipment is, in weight points. The unit of weight is 1 kilogram equals 1 weight. This is an optional trait that can be used according to the rules found on page XYZ in the **INTERMEDIATE RULEBOOK**. If only the basic rulebook is being used, this trait can be ignored.

ABILITIES – The effects an equipment can achieve when used. Most abilities have a cost that must first be paid for the effect to resolve. See page XYZ for ability details and symbols.

Expedition Equipment

Equipment	Cost	Weight	Ability
Abacus*	20 cc	1 wt	–
Acid	1 sc	½ wt	Inflicts 2d6 acid damage.
Antitoxin	5 sc	½ wt	+3 Fortitude Save . Lasts 1 hour.
Ball Bearings (1,000)	10 cc	1 wt	Covers area 3 when spilled on the ground.
Bandages (10)	50 cc	1 wt	–
Battery**	10 cc	1 wt	Charges Power Lights for 1 round.
Bedroll (Area 2x1)	10 cc	3 wt	–
Bell	10 cc	½ wt	–
Blanket (Area 2x1)	5 cc	1 wt	–
Block & Tackle	10 cc	2 wt	–
Book	2 sc	2 wt	–
Cable, Metal (3 spaces)	50 cc	2 wt	Defense 10, HP 5 . Breaks with Force Open skill test 10+.
Caltrops (10)	5 cc	½ wt	Covers area 2 if spilled on the ground. Inflicts 1d6 damage.
Candle (Beeswax)	1 cc	½ wt	Illuminates area 3, lasts 3 rounds.
Chain (3 spaces)	50 cc	10 wt	Defense 15, HP 10 . Breaks with Force Open skill test 12+.
Chalk	1 cc	½ wt	–
Compass**	2 sc	½ wt	–
Computer, Portable**			
Crowbar	20 cc	1 wt	–
Datapad**	20 cc	½ wt	–
Firewood (8 hours)	1 sc	10 wt	–
Fishing Net (Area 2)	40 cc	2 wt	Entangle
Fishing Pole & Tackle	10 cc	2 wt	–
Fusion Cutter**	50 cc	5 wt	+3 Force Open
Flint & Steel*	10 cc	½ wt	–
Grappling Hook	10 cc	2 wt	–
Hammer	7 cc	½ wt	–
Hammer, Sledge	20 cc	5 wt	–
Heads-Up Display**	2 sc	1 wt	–
Hourglass	3 sc	1 wt	–
Hunting Trap	50 cc	10 wt	Reflex Save vs 7: If failed, deals 1d6 damage.
Ink	1 sc	½ wt	–
Pen (ink) / Pencil	1 cc	½ wt	–
Instrument, Percussion	60 cc	2 wt	–
Instrument, String	4 sc	2 wt	–
Instrument, Wind	1 sc	1 wt	–

* = Fantasy Only, ** = Science-fiction Only

Part III: Equipment & Services

Expedition Equipment (Continued)

Equipment	Cost	Weight	Ability
Kit, Hacking**	5 sc	2 wt	–
Kit, Lock Pick	3 sc	1 wt	–
Kit, Mess	2 cc	1 wt	–
Kit, Trap	3 sc	3 wt	–
Ladder (3 spaces)	5 cc	10 wt	–
Light, Chem** / Torch* (5)	10 cc	1 wt per	Illuminates area 5. Lasts 1 round.
Light, Lamp (hooded)*	5 cc	1 wt	Illuminates area 5, holds 6 weight of Oil .
Light, Lantern (bullseye)*	1 sc	1 wt	Illuminates area area 8x1, holds 6 weight of Oil .
Light, Power (halo)**	1 sc	1 wt	Illuminates area 5, holds 6 weight of Batteries .
Light, Power (beam)**	1 sc	1 wt	Illuminates area area 8x1, holds 6 weight of Batteries .
Padlock	1 sc	½ wt	Opens with Lock Pick or Force Open skill test 5+.
Magnifying Glass*	5 sc	½ wt	–
Manacles	1 sc	3 wt	Opens with Lock Pick or Force Open skill test 7+.
Medpack (10)**	5 sc	1 wt per	Restore 1d6 HP–or–gain +2 Fortitude Save for 1 round.
Microscope**			
Mirror (steel)	50 cc	½ wt	–
Oil*	10 cc	1 wt	Burns in Lamps and Lanterns for 1 round. Covers area 2 if spilled on the ground. Burns for 2 turns if spilled and ignited.
Paper / Parchment (1)	3 cc	½ wt	–
Perfume	50 cc	½ wt	–
Pick Axe	30 cc	5 wt	–
Piton	1 cc	½ wt	–
Pole (3 spaces)	3 cc	4 wt	–
Potion of Healing (10)*	5 sc	1 wt per	Restore 1d6 HP–or–gain +2 Fortitude Save for 1 round.
Radio, Portable**			
Rope, Hemp (15 spaces)	10 cc	5 wt	Defense 5, HP 2. Breaks with Force Open skill test 7+.
Rope, Synth (15 spaces)**	1 sc	2 wt	Defense 5, HP 2. Breaks with Force Open skill test 7+.
Sensor, Portable**			
Space Suit**	5 sc	10 wt	Ignore the effects of a vacuum when worn. 6 hours of air.
Spade / Shovel	20 cc	3 wt	–
Signal Whistle	1 cc	½ wt	Signal noise is up to 20x louder than speaking volume.
Spikes, Iron (10)	10 cc	1 wt per	–
Spyglass / Telescope	1 gp	1 wt	Viewer can see up to 20x farther.
Tent (Area 2)	1 sc	10 wt	–
Whetstone	1 cc	1 wt	–

* = Fantasy Only, ** = Science-fiction Only

Containers

Container	Cost	Weight	Capacity
Backpack			
Barrel*			
Basket			
Belt, Holster / Utility**			
Bottle (Glass)	20 cc	1 wt	
Bucket			
Chest / Crate**			
Flask			
Jug (Clay)			
Mug / Tankard (Clay)			
Pitcher			
Pot (Iron)			
Pouch, small			
Pouch, medium			
Vial			
Water Skin*			
Sack			
Vest, Tactical			

* = Fantasy Only, ** = Science-fiction Only

Services

Whether looking for hired help to take out a goblin's lair, or a crew to accompany them on a space voyage, or even for people to manage their estates or resurrect an ally; adventurers will eventually need the services of other, non-player, characters. Hired NPCs come in two types:

- Retainers
 - Hirelings
 - Mercenaries
- Specialists

Hired NPCs will ask for compensation based on the number of days they're hired, demanding 50% of the payment before they do any work.

Although hired NPCs may travel with an adventuring party; they do not consider themselves a member of the party; but rather 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.

Magic Symbols

Symbol	Cost	Weight
Beads, Prayer	10 cc	½ wt
Belladonna		
Crystal, Focusing*	100 sc	100 wt
Garlic		
Holy Symbol, Amulet*	50 cc	½ wt
Holy Symbol, Emblem	2 cc	½ wt
Holy Symbol, Reliquary*	50 cc	1 wt
Holy Water	3 sc	½ wt
Incense		
Mistletoe		
Orb*		
Rod		
Staff		
Totem		
Wand		
Wolfsbane		

* = Fantasy Only, ** = Science-fiction Only

Drugs & Medicine

Symbol	Cost	Weight

* = Fantasy Only, ** = Science-fiction Only

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** on page XYZ for details on morale). The retainer's leader may make a leadership test to bolster courage and confidence in the retainer.

If the retainer's leader fails their leadership test, the hired NPC may attempt to run away, sabotage the expedition or threaten the player characters.

Part III: Equipment & Services

Retainers

Retainers are non-player characters that agree to join an adventuring party as a soldier, guard or other form of hired arm. However, some retainers may be hired for unskilled labor or mundane tasks and jobs. Retainers come in two types: hirelings or mercenaries.

When a player character attempts to hire a retainer, the PC should attempt a bargain skill test. The GM should consult the table below to determine the retainer's hiring price and morale.

Game masters should refer to page XYZ of the GMR for details on creating NPCs.

Hirelings

Hirelings are NPCs who work only for pay, especially in a menial or boring job, with little or no concern for the value of their work. Because of their lack of care for their work, and their focus on money, hirelings are generally considered to be not trustworthy. However, hirelings are relatively thrifty to hire for one or two quests.

The experience level of most hirelings range from commoners to adventurers of the same level or less as their PC leader.

- Commoner
- Fighter
- Healer
- Magician
- Spy

Player characters should first talk to an NPC they wish to employ as a hireling and negotiate a price. Once the NPC has agreed to work for one of the PCs, the party will need to provide all employed hirelings 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 sharing experience points amongst all players involved. In fact, hirelings can gain experience points and new experience levels over time.

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 hiring costs for mercenaries are different for each type.

Fantasy Mercenaries

- Archer
- Calvary, Heavy
- Calvary, Light
- Calvary, Medium
- Crossbowman
- Footman, Heavy
- Footman, Light
- Horse Archer
- Longbowman
- Militiaman

Sci-Fi Mercenaries

- Rifleman
- Shocktrooper, Heavy
- Shocktrooper, Light
- Shocktrooper, Medium
- Bounty Hunter
- Genetic Super Solider
- Enforcer
- Warfare Android
- Sniper, Longshot
- Militiaman

Mercenaries supply their own equipment, weaponry, armor and so on; but all food and general provisions must be covered by the player characters. Mercenaries never work alone, insisting on working in a group of no less than five mercenaries (themselves and at least four other mercenaries). For every 20 mercenaries hired, a castellan or lieutenant must be hired to lead the group.

Part IV: The Adventure

This chapter covers general game rules, how a party of characters can set forth on their own expedition and individual character ability rules. Later in the chapter advanced game rules for long-term play cover how PCs can build and maintain their own dominion.

General Game Rules

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 one another and formed an adventuring party, but this is completely up to the GM. The game master's description at 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 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 enemies 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 enemies. Char-

acters 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 at the rear of the party.

Players should devise their own style of marching orders when opening doors, searching rooms, fighting enemies and so on. A common marching order is to have the characters form a 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 enemies, 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.

Part IV: The Adventure

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. 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, enemies or unusual features encountered. A proper map is always easy to read and understand.

THE QUARTERMASTER: One player should be chosen to keep a written record of any equipment, money or treasure that is shared amongst the party. However, individual items that are used only by one character should be tallied and monitored by the player who's character owns the items. Any party or group loot should be noted on a separate piece of paper by **The Quartermaster**. Make sure to keep a detailed record on the amount of each item, the condition or status of the item, the perceived worth or appraisal of any treasure and where each piece of equipment is being stored.

Preparing for an Adventure

Before journeying off into the wilderness, an uncharted star system or new frontier, the party should formulate a plan on what they wish to accomplish. A party should consider the following steps as a guideline:

1. **WHAT TO DO:** Choose the goal of the adventure, where to go and how to get there.
2. **SUPPLIES NEEDED:** Determine what weapons, armor, equipment and transports will be needed to complete the quest.
3. **EQUIP & OUTFIT:** The characters should choose how to buy and equip the party with the gear they need.
4. **MARCHING ORDER:** Discuss the positions and tactics the party will use to contend with combat or deal with a dangerous or surprise situation.

Maps, Spaces & Scale

A **Space** is a measurement of distance an adventurer can walk, run, climb, and so forth. 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 (see below).

Maps

A map is the play space the characters adventure and explore in. 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 **Sublight 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 mentioned otherwise. Maps of indoor or underground areas are always represented using square grid lines, while outdoor or outer-space areas are always represented using hexagon ("hex" for short) grid lines.

Elevation

Difference in height, such as altitude or elevation gain, can provide bonuses or penalties to attacks, and effect transport movement when traveling over steep terrain. Elevation is measured by drawing contour lines on local or overland maps.

Counter lines on a local map equal 1 space in height change while contour lines drawn on overland maps represent topography change of 10 spaces in height.

See page XYZ for details about character & transport movement over contour lines. Page XYZ covers rules concerning combat and attacking from high ground.

Distance, Area & Volume

Spaces (SP) 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 Measurement

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 speeds different than real time.

There are four distinct **Time Intervals**:

- Tactical Time
- Cautious Time
- Exploration Time
- Extended Time

Each time interval has a unique purpose and focus for player character’s and the adventure as a whole.

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)

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.

CAUTIOUS TIME: “Cautious Time” is used when adventurers are in a potentially dangerous area and want to move slowly and cautiously. Cautious 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.

For longer period of time, time should be measured in **Days**. A day is divided into three eight-hour stages:

- Morning
- Noon
- Night

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

Part IV: The Adventure

Game Day Time line:

1. Daybreak (Morning): The GM rolls 2d6 and consults the chance of encounter table on page XYZ to determine if the adventurers experience an encounter such as wandering enemy NPCs. If the PCs experience an encounter, see step 2 otherwise skip to step 3.
2. If an encounter occurs, the GM should inform the players. The GM will determine the type, number and location of the encountered NPCs according to the rules on page XYZ and have the nearest character perform a perception test to determine initiative & surprise. The same character should perform a leadership skill test to determine the reaction of the NPC. The GM consults the reaction table on page XYZ. Depending on the NPC's reaction and the PC's actions, combat may ensue.
3. The GM rolls to determine the weather (page XYZ) for the morning, and makes note of the temperature effects on foodstuff (for spoilage purposes, see page XYZ).
4. PCs ready for travel or prepare for the day's activities.
5. Navigation: If traveling through an overland or astronomical map, one member of the party performs a navigate skill test. A failure means the party is unknowingly lost. See page XYZ for details on navigation tests.
6. 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 weather check and encounter roll (2d6). If an encounter occurs, the GM decides the time when it occurs. See step 2.
7. Nightfall (Night): The GM makes another weather roll and encounter check (2d6) for night. Often PCs will take turns standing guard while the rest of the party sleeps. If an event occurs, the GM decides the time when it occurs. See step 2.
8. A new day begins. Return to step 1.

begin their travels to 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 remainder of the day. 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.

Expedition Game Rules

Throughout OPEN ADVENTURE a character will generally find themselves transitioning between three distinct phases: starting in a village, starport or other society; the PCs will gain valuable information and equipment as well as find work to earn themselves valuable currency.

Typically this requires the party to travel through wild or uncharted areas to reach the location of their quest. Lastly, they will discover and complete their expedition by exploring and conquering any challenges standing in their way of finishing their job.

Once done with their adventure, the party will typically travel back through the wilderness or unclaimed space to where they were hired in hopes of receiving their reward. Along their journey, however, many perils stand before the party that must be overcome or the adventurers risk death. Typically, a day is divided into three main phases each consisting on eight hours: morning, afternoon and night.

When characters find themselves in a dangerous area, or wish to move with caution and vigilance, the GM should record time in cautious time as the party navigates the corridors of a dungeon, space station or other similar scenario.

The following section outlines common experiences faced by brave explorers.

Movement & Travel

In OPEN ADVENTURE movement represents the distance, in spaces, a character can move over time. The number of spaces a character can travel is effected by four factors:

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

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

Each time interval offers characters a different number

Terrain Movement Point Cost

Terrain Type	MV Cost Per Space
LOCAL MAP	
Easy Terrain	1
Moderate Terrain	2
Vegetation / Thicket	2
Difficult Surface	3
Water, Deep	3
Cliff / Wall	3
Mud / Ice	3
Snow, Powdered	4
Quicksand	5

of movement points. Turns and minutes are always played on local maps.

Before entering a space, a character must first spend the number of MV required to move there. If a character does not have enough MV to enter the terrain type of the space chosen, they cannot enter that space. Once a character enters a space, the player or game master should subtract the MV cost of entering that space from their remaining movement points.

A character has a certain number of MV afforded to them, depending on the time interval used:

- During TACTICAL TIME a character has 6 movement points each turn to spend as a standard action moving on a local map.
- During CAUTIOUS TIME a character has 12 movement points each minute to spend moving on a local map.
- During EXPLORATION TIME a character has a ½ movement point every round that they can spend moving on an overland map.

Converting Between Time Intervals

Often times it is useful to determine how many spaces a character can move during tactical or cautious time.

Character Movement Points

Time Interval	Local Map	Overland Map
Tactical (Turns)	6 MV	–
Cautious (Minutes)	12 MV	–
Exploration (Rounds)	–	½ MV
Extended (Hours)	–	3 MV
Morning, Noon or Night	–	24 MV

A character can move a number of spaces in cautious time equal to twice their MV for tactical time. FOR EXAMPLE, a character who can has 6 MV during tactical time would have 12 MV during cautious time ($6 \text{ MV} \times 2 = 12 \text{ MV}$).

Resting & Recuperation

After a long day of traveling or dangerous expedition inside a dungeon or star base, characters will grow weary and tired. **Resting** is an important way for a character to relax and rejuvenate. To be considered resting, a character cannot engage in any strenuous activities (such as combat) or carry, lift or move any objects heavy enough to cause more than 1 encumbrance counter.

Sleep

In between the rigors of battle, exploration and questing, characters should find time to calm their minds and sleep. Adventurers must sleep for 8 hours each day or suffer 1 exhaustion counter. Characters will suffer an additional exhaustion counter for every 4 hours more of sleep they've been deprived. If characters are interrupted while sleeping (such as from an ambush by enemies) they must make up for the lost sleep or suffer the same consequences. For every 8 hours a character sleeps, they lose 1 exhaustion counter.

Short Rests

Sometimes adventurers need to stop and rest for a while before continuing on their quest, especially after a physically exhausting event or encounter. Characters who stop to catch their breath can do so with a **Short Rest**. Short rests allow a character to recover lost stamina points. For every hour a character rests, they recover 1 stamina point.

Natural Healing

Injured or hurt characters have the natural ability to heal over time. This allows for adventurers to recover lost health points through combat, traps and other dangerous activities.

Naturally Healing HP

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

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Characters regain a number of lost health points equal to their experience level per day (minimum ½ HP), or twice their level per day if the character rested for an entire day. See page XYZ for details pertaining to the medicine skill test. It should also be noted that some spells can recover lost health points (see **PART 5: MAGIC** on page XYZ).

Falling Great Distances

If a character falls off a ledge, sheer wall, pit or other great distance 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 PC would suffer 10 damage.

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

Crushing Objects

Heavy objects falling on top of a character are sure to deal great damage to anything they hit.

Falling objects such as a large stone or steel pylon deal a number of damage equal to their weight to any unfortunate victims they hit. 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 half. **FOR EXAMPLE**, an object that weighs 10 wt falls 2 spaces and hits a character. Since the object fell less-than 3 spaces, the damage dealt is reduced by half (to 5 damage). The character attempts a reflex save and succeeds, further reducing the damage by half (rounded down) to a total of 2 damage.

Fire & Flame

Fire can be both a helpful ally, offering warmth, light and companionship or a deadly enemy and source of destruction. Characters can use fires to keep warm, cook food or even as a weapon.

Elements of Fire

Once a fire has been started, it will take on the following properties:

DAMAGE – Damage inflicted by a small fire is equal to a standard roll plus 10 damage. For every one size larger that the fire is, add 5 additional damage. Torches and other tiny fires deal ½ the damage of a small fire. **FOR EXAMPLE**, an enemy NPC is thrown into a medium fire. At the end of the turn, the game master makes a standard roll for a result of +1. The GM declares the fire has dealt 11 damage to the character. Fire damage does not ignore armor.

Fires inflict their damage after all other characters (both PCs and NPCs) have finished their turn. For ev-

ery turn a character is damaged by fire, they must make a reflect save: if failed, a part of their body, clothing or equipment catches fire and the character suffers 1 burn counter.

UNCONTROLLED – An uncontrolled fire is a small fire or larger that has grown beyond it's means or is not where it should be. Uncontrolled fires have the chance of spreading to adjacent spaces. Once a turn, the GM should roll 1d6 for each uncontrolled fire. On a 1, the fire spreads to an adjacent space of the game master's choosing.

OXYGEN DEPLETION – Fires are voracious consumers of air. If characters find themselves trapped in an enclosed space with a fire, they will be competing with it for oxygen. A tiny fire, such as from a torch, consumes 1 volume of air every five minutes (½ round). Small fires are more aggressive, consuming the same volume of oxygen in 1 minute. A medium fire will consume the same air in 3 turns. A large fire will consume the oxygen in 1 turn.

Outer-Space Vacuum

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 a dying condition. They may survive in the vacuum for a maximum of 3 turns before becoming deceased. Once a character has left a vacuum and returned to a normal atmosphere, they no longer suffer from the dying condition given to them by the vacuum.

Light & Vision

Illumination

Most dungeons and abandoned space outposts are dark, making it necessary for characters to bring a portable light source with them. There are three general types of illumination that characters must contend with throughout their quests:

- **FULL ILLUMINATION** – Well lit area similar to day light or bright artificial light.
- **PARTIAL ILLUMINATION** – Objects, spaces and characters are barely lit and difficult to see. Spaces that are partially illuminated always have **Partial Cover** (see line of sight rules on page XYZ). Characters in partial illumination suffer from the **Partial Blindness** condition unless looking at or targeting spaces with full illumination.
- **NO ILLUMINATION** – Objects, spaces and

characters are submerged in pitch black darkness and have **Full Cover**. Characters in spaces with no illumination are considered **Blind** (see page XYZ for more on conditions) unless looking at or targeting spaces with full or partial illumination.

When in a dark room, underground or in the blackness of outer-space, a portable light source will provide full illumination to spaces that are within range of the light source. Spaces outside the range of illumination are considered to have no illumination unless lit by another light source. At the GM's discretion, illumination may require line of sight to the light source (either partial cover or no cover).

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) to the space an adventurer is currently occupying.

For a character to have LOS to a target or space, 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 a space with a barrier, obstacle or character (but does not enter it), or is adjacent to the targeted space, the space is still considered within line of sight.

However, if the line passes through any part of a space that is occupied by a barrier, obstacle or character (including the current character), then the target space is not considered within line of sight. Likewise, if the line passes parallel to the edge of a space with a barrier, obstacle or character in it, then the target space 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 about effects on page XYZ) unless the LOS enters into another space with partial cover, then the target has full cover.

Death

When a character's HP reaches 0 or less, the character is dead.

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 or abilities (such as "medicine") 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. The new character will begin at whichever level that the number of XP they have allows them to achieve.

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 separate parties to meet.

Common Character Actions

Swimming

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

If a character succeeds at their swim test, they may continue entering water terrain (at a cost of 3 MV 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.

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). A character's swim time is reduced by 1 round for each encumbrance counter they suffer. 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.

Attacking to or from an underwater space is considered partial cover (see page XYZ).

Jumping

Often times characters may need to jump over perilous pits or out of the way of danger. Player characters can jump up a number of spaces in distance equal to their jump skill test roll, minus 3 (minimum ½ spaces). Alternatively a character may jump vertically up to 1 space in height instead of across.

If the jumping character moves in a straight line for a minimum of 4 spaces prior to jumping, they may double the distance or height jumped. **FOR EXAMPLE**, a character with a jump of 5 could jump 2 spaces in distance. If the character moved quickly in a straight line across 4 spaces prior to jumping, they could leap a total distance of 4 spaces, instead.

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Listening For Noise

Intrepid characters who wish to know who or what may lay wait on the other side of a door may attempt to listen for distant sounds. Characters are considered to be able to hear sounds of “talking volume” up to a maximum distance equal to 5 x listen (in spaces). FOR EXAMPLE, a character with a listen 4 could hear an NPC speaking up to 20 spaces away.

Individual words can be understood at a distance equal to the listening character’s listen ability number or less.

Other factors such as ambient sound or partitions will affect the final range (as determined by the GM). Characters cannot attempt to listen during a noisy event such as battle.

Searching an Area

Characters can search any space they occupy or adjacent spaces for 1 minute per space. For rules purposes 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.

Throwing Objects

Characters are able to throw objects a distance (in spaces) equal to twice their range ability number. FOR EXAMPLE, a character with a range 5 could throw an object 10 spaces. At the GM’s discretion, the optional encumbrance rules (on page XYZ) apply to the weight of the object, affecting the final distance thrown.

When throwing ranged weapons that are designed to be thrown (such as throwing stars), the range listed for that weapon should be used instead.

Digging

There may be a time, such as after a cave-in or avalanche, that an adventuring party will need to dig through dirt, rock, snow or rubble.

Characters who employ digging tools such as a spade can dig volume 1 worth of soil per hour for as long as they choose to dig. If a character is without any tools, multiply the time it takes by 3. FOR EXAMPLE, a character digging out a cave-in would take 3 hours to dig 1 volume of soil, if they were without a digging tool.

Holding Breath

A character who is forced to hold his or her breath can do so for a number of minutes equal to their stamina points. During this period, the character can perform light activities such as walking, opening a lock, or closing a door. If the character performs any strenuous activities (such as swimming or combat) the

time they can hold their breath is reduced to $\frac{1}{2}$ their normal duration.

If the character is still holding their breath after the duration of time has elapsed, they must make a fortitude save each turn. If they are successful, they remain conscious and can continue their turn as normal, but suffer 1 exhaustion counter each turn until they begin breathing again. If they failed, they fall unconscious and receive a dying condition (see page XYZ).

A normal humanoid character who is at rest will breath volume 1 air in 1 day (24 hours). If the character is engaging in light activities, they will breath 1 volume of air in $\frac{1}{2}$ the time (12 hours). If the character is engaged in strenuous activities, the same amount of air will be consumed in 6 hours. See page XYZ for rules concerning fires and the oxygen they deplete.

Hanging Freely

An adventurer who is suspended or hanging midair (such as over a pit or chasm) by grabbing hold of a cliff edge, bar or precipice and not using their feet to support themselves is considered to be hanging freely.

A hanging character can hold on to a support for a number of minutes equal to their strength before being forced to let go and fall. Note that encumbrance penalties effect the number of minutes an adventurer can hold on before letting go. FOR EXAMPLE, a character who suffers 2 encumbrance penalties will also suffer -2 minutes of hanging time. A character who has 0 or less minutes of hanging time immediately falls.

If a character is hanging by only holding on to a support with one hand, they hang freely for only $\frac{1}{2}$ the normal time.

Conditions, Effects & Abilities

In OPEN ADVENTURE characters will acquire and suffer from a variety of afflictions, diseases, poisons, and more known as **Conditions**. Conditions come from a variety of places ranging anywhere from traps to magic. Most conditions are not beneficial and should be avoided at all costs; although a few provide bonuses 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. Conditions with more than one counter of the same condition will have it’s effect become cumulative for each counter a character has on them. The effects of multiple counters is always explained in the description of the condition.

Special Symbols

Some conditions, abilities or effects use symbols to represent different aspects of the OPEN ADVENTURE game:

- The “♥” symbol represents health points (see page XYZ).
- The “⚡” symbol represents stamina points (see page XYZ).
- The “☞” symbol represents spending a free action to use an ability. Once used, the ability cannot be activated or used again until next turn.
- The “★” symbol represents power points (see page XYZ).
- The “☾”, “⚙”, “💧”, “🍃”, “◯”, “●” and “⦿” symbols represent varying types of mana or psi points (see page XYZ).

Conditions List (Alphabetical)

Below is a list of common conditions, attack abilities and other effects; 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.

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-turn 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 skill tests.

Defenseless

Your defense is 0. You are instantly killed if attacked by anyone within range and has line of sight to you.

Deplete

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

Dying

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

Exhaustion

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

Fear

You flee in fear away from enemies and other dangers for 1d6 minutes.

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.

Intoxication

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.

Invisibility

You cannot be seen by eyes alone. You gain +4 Defense.

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.

Poisoned

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

Sleep

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

Starvation

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

Stunned

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

Part IV: The Adventure

remove 1 Stun Counter.

Surprised

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

Suffocation

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.

Attack Abilities List (Alphabetical)

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.

Entangle

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

Knock Back

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.

Reach

Your melee attacks target a space at a range equal to the reach number of the weapon. Reach can attack through spaces blocked by allied characters. At the attacker's discretion, attacks with reach may target all spaces between the attacker and its target. You do not need to count range to perform these attacks.

Sweep

Your melee attacks target all adjacent spaces.

Part V: Magic

Magic is unseen arcane energies. A character can harness these mysterious powers in a formula designed to control the enigmatic incarnations. In fantasy campaigns magic is refereed to as **Spells** while in science-fiction campaigns magic is refereed 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 the 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 it’s way.

Understanding Magic

When creating a character, if the character’s magic primary trait has 1 or more character points allocated to it, 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 their magic primary trait. FOR EXAMPLE, a character with magic 3 would have up to 3 mana or psi points to allocate amongst any of the magic types in any order of combination of their choice 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.

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.

Part V: Magic

Magic Tiers & Caster Level

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

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 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 refereed 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**.

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

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.

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

INFLECT 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 there 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.

MARTYDOM – ☼☼ 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.

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 PROJECTION VS BLACK MAGIC – ☼☼☼☼ Increase saves vs black magic and inflicts stamina damage to undead.

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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.


RESSURECTION –  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 points.


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 and nearby characters.

ASTRAL ARROW –  Summons an astral bow and arrow.


TELEPORT SELF –  Caster can teleport a distance away.


TONGUES –  Caster can speak any language temporarily.

PERMANENCE –  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 – 🦉🐾 Bonus to all skills.

ENDURE ELEMENTS – 🐾🐾 Caster gains a bonus to save vs hot and cold.

Tier 3 Green Magic

QUICKENING – 🦉🐾🐾 Bonus actions for animal pet.

REJUVENATION – 🐾🐾🐾 Heals a pet animal.

WHIRLING WIND – 🦉🐾🐾 Summons a small tornado.

WARP WOOD – 🐾🐾🐾 Caster can bend nearby wood and break wooden weapons.

SPIDER CLIMB – 🦉🐾🐾 Target character gains a bonus to climb ability.

Tier 4 Green Magic

INVISIBILITY – 🦉🐾🐾🐾 Caster becomes invisible in wilderness terrain or to animals.

TELEPORT OTHER – 🦉🐾🐾🐾 Teleports target character (other than caster) to a distant location.

SPIRIT OF THE SCORPION – 🦉🐾🐾🐾 Enchanted weapon inflicts poison damage temporarily.

THORN WARD – 🦉🐾🐾🐾 Ward that deals damage to anyone who moves through it.

SUMMON SWARM – 🦉🐾🐾🐾 Summons a swarm of insects, spiders, birds or vermin.

Tier 5 Green Magic

ENLARGE ANIMAL – 🦉🐾🐾🐾🐾 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 – 🦉🐾🐾🐾🐾 Summons an astral mount that will fight for and transport the caster.

TRANSMUTE ROCK – 🦉🐾🐾🐾🐾 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 CONCIOUS – 🦉○ A condition targeting the caster is canceled.

ANTIPSI – ○○ Canceled a psionic being cast or makes an area immune to psionics.

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.

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● 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 hi-

bernation and can survive with no air, water or rations for extended period of time. Caster feigns death.

① Colorless Psionics

TELEKINESIS – ①● Caster levitate or move objects with their mind.

DEFLECT PSI – ①●● The target of a psionic is changed to a new target of caster's choosing.

PRECOGNITION – ①●●● Caster can sense into the future.

Part VI: Combat

Once adventurers are ready to descend into a dungeon, travel through the wilderness or visit an alien world, they must also 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**.

Combat Time Line:

1. Party who won initiative plays their turn.
 - A) Movement & combat actions are declared.
 - B) NPCs make a morale test (if needed).
 - C) Movement & combat actions resolve.
 - I. Invalid movements or actions are re-chosen and resolve.
2. Party with next highest perception test plays their turn (if surprised, skip their actions otherwise go to step A).

Before combat begins, all parties should make a perception test to determine initiative, surprise and turn order. See page XYZ for details on how initiative and surprise are determined.

Declare Actions

Each player may discuss amongst the party the best course of actions for the characters to perform, given their present situation. Once each player has decided what their character will do for the turn, they should inform the caller of their intentions.

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

Once the players have formulated a strategy for their adventuring party, the caller will declare to the game master the proposed actions (including movement, attacks, standard, full-turn and special actions) of each player character and retainer of party. FOR EXAMPLE, the caller player may declare “Guld Novastar the renegade will move forward three spaces and attack the xerling with his laser rifle. Gaeriel Tull the cleric will begin conjuring up the ‘cure wounds’ spell.”

Note that this step does not apply to the game master, and should not be performed by the GM during an NPC party’s turn; but should be performed when the game master is playing as hireling or mercenary NPCs that are a member of the adventuring party.

Resolve Actions

Actions of the characters play out in any order chosen by the controlling players or (in the case of NPC parties) the game master.

On the player’s turn, their characters must attempt to perform the actions declared during the “declare actions” step (see above). If a declared action becomes invalid or impossible to perform (such as moving to a location that became occupied after the player declared that their PC would move there), the player may choose a new valid target for their action or choose a new action of their choice. FOR EXAMPLE, Guld Novastar was going to take aim and attack a xerling with his laser pistol, but when the time came for Novastar to perform his attack, other characters from his party were blocking line of sight to the enemy. Guld Novastar may choose a new target to attack or select a new action instead.

Combat Actions

During combat, time unfolds slower than normal 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 in-game.

During an combat, 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 of combat 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 a number of spaces equal to the character’s movement points. 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, standard or full-turn actions while in combat.

Part VI: Combat

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 be completed immediately, it should be considered a free action. If the action requires 1-3 seconds, the action should be considered a standard action.

Common Combat Actions

Action

FREE ACTIONS

Drop item / weapon

Lay prone

Speak

End spell / psi

STANDARD ACTIONS

Move

Attack (melee / ranged)

Aim

Dodge

Pick up item

Delay Action

Draw / holster weapon

Stand up from prone position

FULL-TURN ACTIONS

Wrestle

Light a torch / chem light

Use a starship system

SPECIAL ACTIONS

Use magic

Unarmed attacks

Don / doff armor

Perform skill test

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 above) and will be divided into multiple full-turn actions, minutes, rounds or longer.

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 dedicated entirely to that sole action.

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.

Attack Time Line:

1. Determine line of sight (LOS) to target
2. Determine height/elevation of attacker & target
3. Determine illumination of target
4. Determine range to target (ranged attacks only)
5. Attack target

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 their weapon has 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 number, 1 point of damage is inflicted. 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 (including a thrown 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. 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 ($10 - 7 = 3$).

Unarmed Attacks

Unarmed combat is performed in the same manner as melee combat, except for two differences: first, the attacker must be attacking without using any weapons.

Second, the attacking character may choose to attack their target with a **Kick** or a **Strike**. For clinching and wrestling, see page XYZ.

Kicks and strikes have the following rules that apply to them:

- **KICKS** are powerful strikes to a defender using the attacker's feet and legs. Kicks give a +2 Attack, but require a full-turn action to perform and the attacker suffers -1 Defense until the start of their next turn.
- **STRIKES** are fast and accurate hits using an attacker's fists and arms. Strikes can be performed twice as a standard action (up to four times in one turn).

The attacker only uses their strength trait as their melee attack number. FOR EXAMPLE, a character with a strength 4 would have a melee attack 4 when attacking unarmed.

Wrestling

Adventurers and NPCs can choose to **Wrestle** or grapple with another character by performing an unarmed attack (this attack is not affected by kick or strike penalties, bonuses or effects, see page XYZ for rules about unarmed attacks). When wrestling, a character can try to grab and hold (known as "clinching"), take-down or pin another character.

While wrestling, all characters involved will have one of four possible wrestling statuses: free standing, clinching, take-down or pinned.

Wrestling Statuses

Status

Free Standing

Clinching

Take-down

Pinned

Before wrestling, all characters involved are considered to be free standing. Any attacker attempting to wrestle with someone makes an unarmed attack 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 cannot perform any actions if their wrestling status is anything other than free standing except attempt unarmed attack in response (the defender may also continue to defend themselves against other attacks). A success means they can either choose to lower their opponent's wrestling status by one position (from free standing to clinching, for example) or raise their own status by

one.

Each successful wrestling attack allows the attacker or defender 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 take-down. On the defender's turn, they make a successful wrestle attack against their enemy and choose to lower their opponent's status one position to take-down as well.

A pinned character is helpless to defend themselves (see defenseless characters below) and cannot attempt to change their wrestling status any further unless released.

Movement

A character may choose to move a number of spaces on a local map equal to the number of movement points their character has for tactical time 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 on this effect, a 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 an enemy with their second standard action, then chooses to spend 3 SP to move 3 additional spaces. However, characters cannot spend stamina points they do not have. See page XYZ for more on stamina points.

Characters can move through spaces occupied by an allied character (someone on the same side as them), but never through spaces occupied by an enemy or other obstacles. Characters may move diagonally for the same cost of movement points as moving forward, backward, left or right. A character may never move diagonally between two spaces that are occupied with a barrier, obstacle or enemy.

Terrains and surfaces cost varying amounts of movement points to enter. See page XYZ for details on movement.

Delayed Actions

Characters may choose to delay one action until another character's turn. The character must first spend a standard action delaying their next action until another character's turn.

The player is not required to declare or reveal any details about the action they are delaying during the "declare actions" step of combat other than they are delaying their next action.

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The character can perform the delayed action at any time until one or more of the following happens:

- The delayed character loses 1 or more HP
- The delayed character moves 1 or more spaces
- The delayed character performs their delayed action

A delayed action may be performed at any time by interrupting another PC or NPC's turn. Performing a delayed action is considered part of the delayed character's turn and not the current character's turn. Once the delayed action is over, the interrupted character's turn resumes.

A delayed action that is not performed will be lost at the beginning of the delayed character's next turn.

Aimed Attacks

When an adventurer wishes to steady their aim in hopes of making a better attack, they may spend a standard action "aiming".

To aim, a character must spend a standard action aiming before they attempt an attack. The next attack they make may then be an **Aimed Attack**. An aimed attack 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 white die and a 5 on the black die (for a modifier of +1). The character chooses to re-roll the white 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 aimed attack can be used by a character until one or more of the following events occur:

- The aiming character loses 1 or more HP
- The aiming character moves 1 or more spaces
- The aiming character changes, drops or holsters their weapon
- The aiming character performs the aimed attack

Dodge

When a character chooses to perform a **Dodge** action, they may force any attackers that target them to re-roll any number of their attack dice. The second roll must be used in place of the original roll.

A dodge action can be used by a character until one or more of the following events occur:

- The dodging character loses 1 or more HP
- The dodging character moves 1 or more spaces
- The dodging character performs another action
- The start of the dodging character's next turn begins

Prone Position

A character may lay flat on their stomach or back (in a prone position) as a free action. When prone, a character receives +2 defense vs ranged attacks, but suffers -2 defense vs melee attacks. Standing up from a prone position is a standard action.

Sneak Attacks

Characters who are sneaking from another character may attempt to make a **Sneak Attack** against the noticing PC or NPC.

To perform a sneak attack, a character must first:

- MELEE SNEAK ATTACK: Sneak to a space adjacent to the target character (weapons with the reach ability are an exception)
- RANGED SNEAK ATTACK: Sneak a number of spaces away or less from the target character equal to half the range of the weapon

When making a sneak attack; the attacker gains +2 attack against that character. Any damage dealt to the defender is automatically doubled. FOR EXAMPLE, a character sneak attacks an enemy with an attack 8. Since it's a sneak attack, the attack gains +2 for a total of 10. The attacker deals 3 damage which is automatically doubled to 6 damage.

A character who is targeting a specific body region (see page XYZ for details) may choose to gain +/- 2 to the body region hit location, instead of a +2 attack.

A character who attempting to sneak attack an enemy by wrestling may opt to change the target's wrestling status by two positions, instead of a +2 attack.

Dual-wielding Two Weapons

Characters can use two weapons if each weapon is one-handed and both hands are empty. 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 a 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. 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 -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.

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), bound up or pinned from wrestling, they are considered defenseless.

See page XYZ for details on the defenseless condition.

Cover from Attacks

When attacked, a character may receive a defense bonus if they are considered behind cover. Many different in-game objects may provide cover, such as tables, doors, trees and even other characters (both enemies and allies). There are three types of cover:

1. Full Cover (blocks line of sight)
2. Partial Cover (+2 defense)
3. No Cover

A character that has partial cover gains +2 defense against all attacks they are covered from. Partial or full cover can benefit both a defender as well as an attacker. 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.

Refer to page XYZ for details on line of sight, and how blocking objects can effect cover. Page XYZ covers rules about illumination and its effects in combat.

Attacking from High Ground

Attacking from a physically higher position can provide a bonus to attackers in combat. 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 PC only 1 space tall standing on the same ledge against an NPC 3 spaces tall would still be at a disadvantage to the NPC since the NPC would still be higher.

Characters who are 1 or more spaces lower than another character suffer a -1 attack penalty for each space lower that their heads are in relation to their opponent's. FOR EXAMPLE, a small character attacking a medium NPC would suffer -1 attack penalty since they would not be the same height as the NPC. Characters cannot melee attack a target two or more spaces higher than they are tall unless their weapon has reach ability.

Character Record Sheet

Size: _____ Weight: _____

TALENTS	tactical	cautious	overland	
				MOVEMENT
				LANGUAGES
				ALIGNMENT

☐ FORTITUDE

☐ REFLEX

☐ WILL

EQUIPMENT CARRIED

ITEM

ABILITY

WT. COST

COST

SPELLS & PSIONICS

MAGIC

TIME

RANGE













COST

[illegible][illegible]

max carry max lift max push/pull

TOTAL: _____/_____

ENCUMBRANCE: ○ ○ ○ ○ ○

APPEARANCE

Gender:

Hair:

Eve(s):

PERSONALITY

Religion:

Diety(s):

BACKGROUND / HISTORY

Origin:

Tech Level:

CONDITIONS, INJURIES & ILLNESS

[illegible]

MONEY & TREASURE

Circumstance	Justified (%)	Not justified (%)
If someone is attacking you	85	15
If someone is threatening you	75	25
If someone is harassing you	65	35
If someone is insulting you	55	45
If someone is annoying you	15	85

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