

FOR PLAYERS
AGES 10 & OLDER!

Open AdventureTM

Official Basic Game Rules

By Kyle Mecklem



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



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Open Adventure™

FANTASY & SCIENCE-FICTION ADVENTURE GAME



Final Author and Editor-In-Chief: Kyle Mecklem

Contributing Authors and Editors: Andy Isbell, Brian Isikoff, Che Webster, Christopher Cortright, Matthew Skail, James Gr, Joel Siragher, and Stephan Beal.

Illustrations: Christopher Cortright, Kyle Mecklem, Rusty Hatfield

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FOREWORD

The rules in this book are as complete as possible within the limits of one book, and maintaining the practicality of being able to memorize the rules. That is to say, this book covers the major aspects of medieval fantasy and science-fiction expeditions but remains flexible and easy to read.

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

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

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

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

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

Kyle Mecklem

Kyle Mecklem

29 October 2014

CHAPTER I: INTRODUCTION

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

GAME OVERVIEW

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

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

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

COMPONENTS LIST

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

DICE

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

CHARACTER RECORD SHEET (CRS)

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

MAP

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

FIGURINES

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

PROPS

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

TOKENS & COUNTERS

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

ADVENTURE BOOK

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

GAME SETUP

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

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

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

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

GAME HOST SETUP

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

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

PLAYER SETUP

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

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

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

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

HOW TO PLAY THE GAME

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

Step I: Find An Adventure

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

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

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

Step II: Embark On An Adventure

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

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

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

1. GAME HOST DESCRIBES THE SCENE

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

AS AN EXAMPLE,

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

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

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

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

2. PLAYERS DESCRIBE THEIR CHARACTER'S ACTIONS

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

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

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

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

3. GAME HOST DESCRIBES THE RESULTS

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

LONG-TERM PLAY

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

times in OPEN ADVENTURE (starting at 0th level and finishing at 10th level).

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

PLAYER TURN SUMMARY

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

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

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

GAME HOST TURN SUMMARY

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

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

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

PLAYER TURN IN DETAIL

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

Move

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

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

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

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

Speak

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

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

Interact

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

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

ABILITY TESTS

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

Attack

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

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

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

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

ATTACK RESTRICTIONS

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

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

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

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

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

Cast Magic

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

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

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

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

Rest

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

LONG REST

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

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

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

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

SHORT REST

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

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

COMPLETING THE GAME

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

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

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

DICE

When referring to dice, an abbreviation is often used. The first number in the abbreviation is the number of dice being rolled followed by the letter “d” (shorthand for “die” or “dice”), and then the number of sides the dice have.

AS AN EXAMPLE,

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

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

AS AN EXAMPLE,

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

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

AS AN EXAMPLE,

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

How To Roll The Dice

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

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

ADVANTAGE & DISADVANTAGE

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

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

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

CHARACTER ABILITY COMPARISONS

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

CHARACTER ABILITIES

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

STRENGTH (STR)

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

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

PERCEPTION (PER)

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

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

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

DEXTERITY (DEX)

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

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

INTELLIGENCE (INT)

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

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

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

VITALITY (VIT)

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

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

CHARISMA (CHA)

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

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

MAGIC (MAG)

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

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

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

SECONDARY ABILITIES

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

AS AN EXAMPLE,

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

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

Health

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

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

Stamina

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

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

equal to their EXPERIENCE LEVEL (minimum $\frac{1}{2}$ for 0th LEVEL).

Skills

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

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

AS AN EXAMPLE,

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

Languages

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

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

COMMON LANGUAGE

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

Saves

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

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

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

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

The three types of saves are outlined below.

FORTITUDE (FORT)

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

REFLEX (REF)

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

WILLPOWER (WILL)

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

Initiative

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

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

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

Attack & Defense

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

Magic Points

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

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

CHAPTER II: CHARACTER CREATION

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

STEP-BY-STEP CREATION PROCESS

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

Write the new number in a section marked “Attack”. See page XYZ.

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

I. CHOOSE A SPECIES

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

CREATURE TYPE DETAILS

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

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

HEIGHT

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

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

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

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

CHARACTER SIZE BONUSES & PENALTIES

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

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

BODY TYPE

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

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

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

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

II. CHOOSE A HOMELAND

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

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

HOMELAND DETAILS

- ◆ **Ability Changes:** Some of the adventurer’s ability scores may be changed.
- ◆ **Insights:** Exposition on the economy, ministry, customs, history, landmarks, beliefs, values, and behaviors of the homeland’s inhabitants.

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

III. CHOOSE A PROFESSION

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

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

PROFESSION DETAILS

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

IV. CHOOSE AN ARCHETYPE

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

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

In total, there are seven archetypes that players can choose to play: ARTIFICERS, COMMANDERS, DISCIPLES, FIGHTERS, MAGICIANS, VANGUARDS, or WARRIORS. The details of each archetype are described below.

WAY OF THE ARTIFICER

ARTIFICERS are characters that have a reputation for deadly accuracy with ranged weapons. Gunslingers, snipers, and archers—they’re known by many names, but their skills are known and respected throughout the world.

Through countless hours of training, artificers

are trained to be skilled gunsmiths, experienced technicians, and educated engineers. With sharpened eye-hand coordination, unmatched perception of their surroundings, and proficiency in artillery devices and other elector-mechanical machines of war, they are always a sought after during wartime. With the right aim, an artificer can deliver a deadly shot from a distance—before the enemy ever had a chance to pose a threat.

Accurate Sharpshooters: To keep their eyes sharp and their aim tight, artificers must train their hands and minds daily. Once a day, every artificer must devote at least 4 hours to aiming and firing a ranged weapon of their choice. If they do not, their aim begins to drift.

An artificer suffers -1 range to all attacks they make when using a weapon that they did not train with in this manner. This penalty accumulates each hour after a day of missed practice (to a minimum range of 1 space).

The artificer may regain the range lost in this way by target-practicing with the weapon they wish to use for 2 hours per penalty suffered.

ARTIFICER BONUS & PENALTIES

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

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

Basic Artificer Perks

At 0th level, artificers may train in one of the two talents listed below (choose one).

DODGE MISSILES

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

POINT BLANK

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

Additionally, when using a one-handed ranged weapon, the artificer may PARRY (p. XYZ) attacks that target them with the dark-colored die replaced

with a second light-colored die. Rolling doubles still counts as zero.