

Story of Adventure

A Table-Top Role-Playing Game

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Part I

What is *Story of Adventure*?

Chapter 1

Introduction to *Story of Adventure*

Chapter 2

What is a Role Playing Game?

2.1 What is a Game Master (GM)?

2.2 What is a Player?

2.3 Sessions, Campaigns, and One-Off Adventures

2.3.1 Session

2.3.2 Campaign

2.3.3 One-Off

Chapter 3

What makes Story of Adventure Different?

3.1 What is an Open Ended RPG?

3.1.1 Warning to the GM

Part II

Basic Mechanics

Chapter 4

Challenges

Passing challenges are the core to every game, let alone role playing games.

In S.O.A., you will almost always want acquire numbers as high as possible to pass these challenges. You will have plenty tools to help you in this goal: dice rolls, attribute effects & modifiers, and skills/techniques.

4.1 Success, Pass, & Fail

An important semantic to define is *Succeed* vs *Pass*:

- Success The total meets one instance of the requirements of the Challenge.
- Pass The Challenge itself is completed and the result is positive.
- Fail The total does *not* meet the requirements of the challenge and the result is neutral or negative.

“The total” referred to is the total number to beat the Challenge after possible modifiers, and other

Most of the Challenges you will encounter require only one success to pass. However some challenges will require multiple successes or will result in a binary succeed/fail instead of counting the degree.

Neutral result means you try to do it and fail. No further needs to result

4.1.1 Degree of Success and Failure (DSF)

In all cases that do not result in a tie (i.e. most of them) you will succeed or fail by an amount referred to as its “degree.”

$$highTotal - lowTotal = degree$$

Degrees can be used intuitively to interpret specific results from a binary pass/fail state.

Degrees can also be used as a variable to be used in further calculations (i.e. damage¹).

4.1.2 In Case of a Tie

The win of a tie *always* belongs to the character conducting the action².

4.2 Character vs Obstacle

These are the most common kinds in TTRPGs. They are generally non-combat related and can range from climbing a fence to painting a fence to breaking a fence.

These are *Obstacle Challenges* and are tied to your Attributes.³ These typically involve you rolling over a determined threshold decided by the GM. They may be treated as either a pass/fail binary or be treated with degrees of success or failure.

¹Damage, x.x.x

²Actions, x.x.x

³Attributes, x.x.x

4.2.1 Determined Threshold

When the GM requests that you complete an Obstacle Challenge, they usually have a number in mind that must be met or surpassed. This is the *Determined Threshold*. The higher the number, the more difficult the challenge is. Other variations can include a Determined Threshold of Successes in which you must succeed a number of times to pass.

..... New Players!

The GM may or may not tell you what exactly this threshold is.

.....

_____ A Note to the GM _____

Sharing this information may create tangible tension, but hiding it should be flat out scary. Pick your moments well.

4.3 Character vs Character

4.3.1 Damage

Damage is calculated by the DSF⁴ from the given challenge. Once calculated, the damage will then be distributed to Health and Energy as necessary. Players will generally be able to distribute their damage between Health and Energy as they see fit, however some situations may force all of the damage onto one or the other without compromise.

_____ A Note to the GM _____

There are some contexts in which damage will go directly to health, but I recommend those to be few and far between.

4.4 Cool tokens

Cool tokens are a special mechanic to encourage sub-optimal play for the sake of guaranteeing successes later. This is to create creative play that puts the player at an explicit disadvantage. It is given by the GM when he feels like it will make the story better.

It may build character; it may be narratively interesting; it may be a character flaw; it may be a failed roll during high tension; etc.

Spending a cool token must be done and announced *before* you roll for your challenge. This is so the GM can hand you a *second* d100. For the result of your challenge; you may choose to use either of the dice or both.

will chose to
there are con-
h you will pre-
number (i.e.

It is recommended for the maximum Cool token cap to be 1 per player, but this suggested may be bent at the GM's discretion

..... New Players!

"Cool" is subjective, but this does not excuse stupidity. Never assume the GM will give you cool tokens. Roleplay appropriately and see what happens.

.....

⁴degrees, x.x.x

Chapter 5

Health and Energy

5.1 Health

Health is a crucial metric that represents tangible, lasting damage to a character's body. Too much Health damage could result in a *permanent wound*.

..... New Players!

Keep your guard up! Although most damage can get absorbed by energy, some situations may utilize *Direct Damage* which can force all of the incoming damage to Health!

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5.1.1 Maximum Health

Maximum health is equal to the total spent Attribute Points¹

5.1.2 Permanent Wounds

5.1.3 Death

Once a character's health reaches or drops below 0, the character is dead. The good news is that death doesn't have to be permanent! This may be an opportunity for your friends to go on an adventure to revive you while you train in the afterlife and learn a new technique.

However, if the player desires, they may instead create a new character to be recruited by the adventuring party. Just know that it is a *choice* and not a necessity.

5.2 Energy

Energy is a critical resource within S.O.A. with a variety of uses from executing Techniques to mitigating critical injury. Managing how and when to use your Energy is vital to survival.

5.2.1 Maximum Energy

is equal to double your maximum health.

Optional adv
complicate r
calulations

5.2.2 Technique Resource

To use a Technique², an energy cost must be paid. The base cost is 10. With each advancement³, the cost increases by 5.

¹attributes points, x.x.x

²techniques, x.x.x

³Advancement, x.x.x

5.2.3 Damage Diversion

Except for Direct Damage, all other damage may be absorbed by energy instead of health. The damage may be split at the defender's discretion.

5.2.4 Exersion

When a character's energy drops to 0, the character is exerting themselves. All instances that would normally go to energy instead go to health. You may choose to pass out at any time when exerting yourself. If there are no challenges you are currently participating in; or if there are

5.2.5 Passing Out

When you pass out, you may not act in any way until rested or healed. It is universally frowned upon to attack a passed out opponent and only the most evil character would spitefully do such an act.

Chapter 6

Encounters

The structure of how events take place are usually unimportant but are still expected to occur frequently. Hierchy is occurs as follows:

1. Encounter

- This encapsulates predetermined or indefinite rounds
- An encounter ends when
 - (predetermined) the round countdown reaches 0
 - (indefinite) only one team is able to take Turns

2. Rounds

- These encapsulate *every* character's Turn
- After every character has had their turn, a new Round begins

3. Turns

- These encapsulate *the selected* character's Actions
- Each character takes one Turn per Round

4. Actions

- These are when characters actually do things
- Each character gets two Actions per Turn
 - A Standard Action cannot be repeated multiple times per Turn
 - A Double-Action both Actions in one Turn

Part III

Character Creation

Chapter 7

Character Attributes

7.1 Attribute Points

Your character's actions and abilities are built around 5 Attribute categories: Power, Knowledge, Endurance, Speed, and Foresight. Throughout your campaign(s) you'll be able to build in these areas by spending Attribute points (AP). Each Attribute gives a purely bonus-based benefit, which means that it's fine, and expected, for your character to have 0's in some of their Attribute categories. Thematically a 0 just means that your character is average in that area; you will still be able to make all of your necessary rolls— you just won't get any bonuses!

..... New Players!

When making a new character you start with 50AP to spend between each Attribute. However! This means your starting Health is 50 and your starting Energy is 100 so be careful!

.....

7.2 BURST

When an Attribute reaches **100**, it triggers a BURST ! This does a few things:

- Grants a permanent upgrade specific to the Attribute that triggered the BURST.
- Grants a new Technique tied to the Attribute.
- Reduces the Attribute back down to **10**.

..... New Players!

Despite the Attribute reduction, the upgrades from a BURST are substantial and I recommend triggering a BURST whenever possible. However! Moderation is important. Triggering too many at once could leave you in a tight spot so I also recommend keeping a few Attribute scores high until the others have recovered.

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7.3 Attribute Usage

Notation

- d100 refers to a number from 1 – 100. This can be from either two ten-sided dice rolled to create a number with a range of 100, a random number generator, or however you decide to generate it.
- XXX refers to the attribute “XXX” and everything that entails.
- [XXX] refers to the variable “XXX” itself.

7.3.1 Knowledge [KNO]

$d100 + [KNO]$

For Knowledge checks you want your total to be *above* a target amount.

Roll a d100 and add [KNO] to the amount. If it's above the target then you pass, and if not then you fail.

Any time you would ask, "Does my character know/notice..." you may roll a KNO.

In addition, [KNO] is added to your Skill checks.¹

Upon a BURST, allocate 100 Skill points into your existing Skill (s) however you please.²

7.3.2 Power [POW]

$d100_1 + d100_2 + 2([POW])$

For Power checks you want to try to roll the *biggest*, and we mean BIGGEST, total possible.

Roll 2 d100s and add [POW] to each result

A POW may be utilized for most Double-Actions

Upon a BURST, permanently increase the POW multiplier by 1 (e.g. $2 \rightarrow 3$).

7.3.3 Endurance [END]

$(d100 \pm [END]) * \text{turns until pass or fail}$

For Endurance checks your rolls add to a running total proceeding towards specific *thresholds*.

Every turn of an END check begins with a d100 roll, but it proceeds differently depending on if you're *storing* or *spending* an amount:

- If the amount is being *stored* to your total for the next turn(s), add [END] to the roll and the result to the total. The desired effect occurs *when* the *storing* threshold is reached.
- If the amount is being *spent* from your total from the previous turn(s), subtract [END] from the roll and the result from the total. The desired effect occurs *until* the *spending* threshold is reached.

Any time your action would take multiple turns, you may run an END. Depending on context, an END may either be a basic action or a double-action.

Upon a BURST, permanently increase the *turn* multiplier by 1. This means you roll an additional action for *storing* and skip an additional action for *spending*.

..... New Players!

Generally speaking, storing to your total will produce positive effects in later turns so you'll want to try to build this as quickly as possible. Spending from your total will also block undesirable effects so you'll want to keep this as low as possible.

.....

7.3.4 Speed [SPD]

$\text{total } (d100 + [SPD]) \text{ until pass or fail}$

For Speed checks you'll roll for successes against an ever-building threshold until you reach the target *number of successes* or you *fail*.

Roll a d100 and add [SPD]. If the result is above the target then you succeed. If you succeed, start a running total with the result, add 10 to the target threshold, and repeat the process until either condition is met. With every subsequent success you'll add the result to the running total and add 10 to the threshold.

Any time your action encompasses multiple smaller actions, you may roll a SPD.

Upon a BURST, permanently gain an additional free reroll upon SPD failures.

¹Skill checks, x.x.x

²skill points, x.x.x

7.3.5 Foresight [ESP]

guess within $\pm[ESP]$ against the opposing roll

For Foresight checks you're guessing what the opposing roll will be within a buffer of $\frac{1}{2}$ your ESP. Before an opposing roll, you may conduct ESP. If the roll is within the range of $(guess - \frac{1}{2}[ESP])$ and $(guess + \frac{1}{2}[ESP])$, you succeed.

Any time your character attempts to predict or react to external stimuli, roll ESP.

Upon a BURST, pick an additional number to guess.

Chapter 8

Abilities: Skills and Techniques

Abilities are extra modifiers for your Attributes during various game situations. Generally they work by replacing $[XXX]$ with $([XXX] + [Ability])$ in XXXs' formula. There are 3 categories for abilities: Skills, Techniques, and AWESOME/AWFUL.

8.1 Skills

Skills represent your general knowledge of things, and provide bonus(es) specifically to your KNO challenges. Their bonus is directly equal to the amount of SkillPoints (SP) allocated to them. They affect the formula thusly:

$$d100 + ([KNO] + [Skill])$$

So if you have a [KNO] of 20 and a Knitting Skill of 37; then in a Knitting challenge, you will add your d100 roll to **57** instead of 20 to calculate the result.

..... New Players!

Skills are used to perform a variety of quick tasks and can flesh out your character's past, present, and future. Before using Techniques, make sure you understand Skills first.

.....

8.2 Techniques

Techniques are advanced maneuvers representing specific uses of Attributes during challenges. Unlike Skills these are not automatic boosts and cost Energy to use; starting at 10 and increasing by 5 per Advancement (Adv).

Initially the calculations will proceed much like Skills with the formula changing to $([technique] + [attribute])$ in the place of $[attribute]$, however as they are upgraded with Adv they can receive new effects.

..... New Players!

Typically Techniques will be used in character vs character challenges, but they can be used wherever applicable— even in normal challenges!

.....

8.3 AWESOME/AWFUL

To make your campaign¹ more interesting, I recommend using AWESOME/AWFUL(A/A) abilities. This creates an additional ability with the value of +50 *and* an additional ability with the value of -50.

¹campaigns, x.x.x

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This may seem like a free bonus, but I recommend the player and/or the GM put the character in AWEFUL situations to make the game interesting. When an AWEFUL ability is rolled, store 1 Cool token.²

²Cool, x.x.x

Chapter 9

Character Development

9.1 Advancement

At the end of a session, the GM may give players the opportunity to advance one Attribute and/or ability

9.1.1 Attribute Advancement

When given the opportunity, you pick an attribute you used during this session. To advance it, roll a d10. The results are the amount of AP the attribute is increased by.

A d10 is a ten

9.1.2 Ability Advancement

When given the opportunity, you may choose to either advance an existing ability or add a new one.

9.2 Injuries & Enhancements

You will experience physical, mental, and spiritual changes on your journey. I recommend keeping track of these over the campaign

9.3 Possessions

You will acquire a lot of artifacts, equipment, and trinkets over your journey. (author's note: right now it's all one area. I'm considering segmenting based on playtesting)

9.4 Persons, Places, & Things of Interest

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