Open Adventure

Pocket Quest v.1.49

OPEN ADVENTURE is a role playing game for persons 10 years of age or older. One person acts as a referee and narrator known as a **Game Master (GM)**. The others play the roles of fantasy or sci-fi **Characters (CHR)** and are called **Players**. Each player is in control of an imaginary CHR known as a **Player CHR (PC)**. Other imaginary CHRs are played by the GM and known as **Non-Player CHRs (NPCs)**. A group of CHRs (PCs and/or NPCs) are known as a **Party**.

Dice Mechanics

When a CHR's trait must be tested, describe the actions dramatically then roll `1d6-1d6` and apply the result to the trait being tested. This is known as a **Standard Roll** or just "Roll".

Character Creation

1. Write down the PC's seven **Primary Traits**: **Strength (STR)**, **Perception (PER)**, **Intelligence (INT)**, **Dexterity (DEX)**, **Vitality (VIT)**, **Charisma (CHA)** and **Magic (MAG)**.

2. Write down the PC's 12 **Secondary Traits**. Each secondary trait is based off one primary trait: **Health Points (HP)** = VIT. **Stamina Points (SP)** = VIT. **Skills (SKL)** = INT. **Language Points (LP)** = INT. **Fortitude Save** = VIT. **Reflex Save** = DEX. **Will Save** = INT. **Melee Attack (MA)** = STR + **Weapon Damage (WD)**. **Ranged Attack (RA)** = PER + WD. **Unarmed Attack (UA)** = DEX. **Defense (DFS)** = DEX + **Armor Toughness (AT)**. **Mana Points (MP)** & **Psionics Points (PSI)** = MAG (see the "magic" sheet).

3. Choose an **Archetype (ARC)** and write down all bonuses and detriments. Treat missing primary traits as 0. Optionally, you may **Dual Arch** by choosing two ARCs, halving all bonuses & detriments (rounding down) and combining the stats together. For mutually-exclusive stats, always choose the more restrictive of the two.

4. Choose a race or species, pick a number of feats as allowed by the ARC chosen and record all +/- modifiers.

5. Add 3d6 **Character Points (CP)** to any of the primary traits in any order. No primary trait may have less than 1 (MAG exempt) or greater than 10 CP.

6. Start with 3d6 money (silver coins or star credits known as **SC**). Buy weapons, armor & equipment.

7. Think up a PC name, background, profession and personality.

Archetypes

ARCANIST: PER 4, INT 6, CHA 4, MAG 6, 5 Feats, **Movement Points (MV)** 7, +4 SKL (INT), -2 SP, 1d6-1 HP per **Level (LVL)**.

FIGHTER – STR 6, INT 4, DEX 6, VIT 4, 4 Feats, MV 5, 1d6+1 HP per LVL.

HEALER – STR 4. PER 4, CHA 6, VIT 6, 4 Feats, MV 4, +2 SKL (INT), 1d6+1 HP per LVL.

LEADER – PER 4, INT 6, CHA 6, VIT 4, 4 Feats, MV 6, +2 SKL (CHA), 1d6-1 HP per LVL.

MARKSMAN – PER 6, INT 4, DEX 6, CHA 4, 3 Feats, MV 8, 1d6 HP per LVL.

SCOUT – STR 4, PER 6, INT 6, DEX 4, 5 Feats, MV 7, 1d6 HP per LVL.

WARRIOR – STR 6, DEX 4, CHA 4, VIT 6, 3 Feats, MV 5, 1d6+2 HP per LVL, +2 **Power Point (PP)** per **Attack (ATK)**, -2 Reflex, -2 SKL (INT).

Races & Species

DWARF – Size: Small. Feats: Heat Vision, Poison Resistance, Dark Vision, Improved Climb, Fear Resistance. +4 SKL (STR), +1 Will.

ELF – Size: Medium, Feats: Magic Resistance, Heat Vision, Improved Listen, Sprint, Illusion Resistance. +3 SKL (DEX), +2 LP (Dwarf), +2 LP (Hobgoblin). -2 SKL (STR).

HUMAN – Size: Medium. Feats: Sprint, Improved Jump, Improved Climb, Improved Swim, Fear Resistance. +1 SKL (STR), +3 LP (Any), +1 Will.

KLANGON – Size: Large. Feats: Sprint, Improved Jump, Dark Vision, Fear Resistance, Improved Climb. +3 LP (Megalisk), +2 SKL (STR), +1 SKL (PER). -1 Reflex.

VULTOSS – Size: Medium. Feats: Psionics Resistance, Heal Self, Heat Vision, Illusion Resistance, Improved Listen. +2 SKL (CHA), +3 SKL (DEX).

Feats

DARK VISION – You can see in "no illumination" environments as if they were "partial illumination", up to 6 spaces away. You cannot see color when using dark vision.

FEAR RESISTANCE – You have +2 will against fear and charm.

HEAL SELF – Once per day, you may spend a full-turn action to heal a number of HP equal to your LVL.

HEAT VISION – You can see bodies of heat in "no illumination" and "partial illumination" environments, up to 6 spaces away. Heat vision cannot be used to detect cold blooded CHRs.

ILLUSION RESISTANCE – You can see characters with invisibility up to 6 spaces away and have +1 to SKL tests vs illusions, save tests vs illusions and DFS vs illusions.

IMPROVED CLIMB – You have +2 to climb SKL tests and +2 MV when traveling through vertical terrain.

IMPROVED JUMP – You have +2 to jump SKL tests and +2 to jump distances.

IMPROVED LISTEN – You have +2 to listen SKL tests and +2 to listen distances.

IMPROVED SWIM – You have +2 to swim SKL tests and +2 to MV when traveling through water terrain.

MAGIC RESISTANCE – You are immune to paralysis and have +2 will vs spells and abilities that use mana.

POISON RESISTANCE – You have immunity to disease and +1 fortitude vs poison & paralysis.

PSIONICS RESISTANCE – You are immune to telepathy and have +2 will vs psionics and abilities that use psi.

SPRINT – Spend 1 SP to gain twice the number of remaining MV until **End of Turn (EOT)**.

Experience Levels

Every PC starts at LVL 0. As CHRs collect **Experience Points (XP)**, they may reach a new LVL after collecting "`New LVL² x 500`" XP. Once a new LVL is earned, each CHR gains a number of extra HP (according to their chosen ARC), 1d6 extra SKL, and can cast MAG of the same tier or lower as their new LVL.

Space & Time

A **Space** is a measurement of distance a CHR can walk, run, climb, and so forth. Spaces are represented by grid squares or hexagons on grid mats or graph paper. Spaces represent both horizontal and vertical lengths. In most situations, 1 space = 1 meter.

In-game time is measured in two time **Intervals**: **Tactical Time** and **Cautious Time**. When in **Combat**, time slows to tactical time where each interval represents 6 seconds. Outside of combat, time speeds up to cautious time where

each interval represents 1 minute.

Movement

A CHR may move a number of spaces equal to their MV per action during tactical time. During cautious time, CHRs may move a number of spaces equal to "MV x 2". CHRs may spend 1 SP to gain +1 MV until EOT. CHRs may not spend SP this way if they have 0 or less SP. **Easy Terrain** costs 1 MV, **Moderate Terrain** costs 2 MV and **Difficult Terrain** costs 3 MV (per space entered).

Rest & Recuperation

While resting CHRs cannot engage in strenuous activities (such as combat) or carry, lift or move objects that are heavy.

SLEEP – CHRs must sleep for 8 hours each day or suffer 1 **Exhaustion Counter**. CHRs will suffer an additional exhaustion counter for every 4 hours more of sleep they're deprived. For every 8 hours a CHR sleeps, they lose 1 exhaustion counter.

SHORT REST – For every 1 hour a CHR rests, they recover 1 SP.

NATURAL HEALING – CHRs regain a number HP equal to their LVL per day (minimum ½ HP), or "2 x LVL" per day if the CHR rests for the entire day.

Light & Vision

LIGHT – There are three types of illumination: **Full Illumination (FI)**, **Partial Illumination (PI)** and **No Illumination (NI)**. CHRs suffer a **Blind Counter** to anything in NI. CHRs suffer a **Partial Blind Counter** to anything in PI.

LINE OF SIGHT (LOS) – For a CHR to have LOS to a target or space, the GM must be able to draw an uninterrupted straight line from any corner of the space the CHR occupies to any corner of the space the target occupies.

Death

When a CHR's HP is 0 or less, the CHR is dead. The total number of XP of the dead PC should be reduced by 10% (rounded down), then transferred to the player's new CHR.

Common Character Actions

SKILL TESTS – Whenever the GM feels a CHR's ability to complete an action is uncertain, the player must roll and apply the result to an appropriate primary trait for the skill type tested. If the total

is 5 or higher, the **Skill Test** is successful.

COMPREHEND LANGUAGE – If a CHR wishes to listen, speak, write or read a **Language (LANG)**, they may roll and apply the result to the number of LP they have for that LANG. If the total is 5 or higher, the LANG test is successful.

SAVE SELF – If a CHR's fortitude, reflex or will is challenged, they may make a fortitude, reflex or will save (respectively). Roll and apply the result to the save. If the total is 5 or higher, negate the effect or reduce any DMG by half.

FALLING – A CHR suffers 1 DMG for every space fallen (up to a maximum of 50 DMG).

CRUSHING OBJECTS – Falling objects deal a number of DMG equal to their weight (in kilograms) to any unfortunate victims they hit. If the object falls less than 3 spaces, it deals ½ DMG. CHRs who succeed at a reflex save can reduce the DMG suffered by half.

Combat

A. SURPRISE & INITIATIVE – At the start of combat, the closest CHR to an enemy NPC must make a PER skill test. The CHR with the highest PER test result gains **Initiative**. NPCs make this test once per race or species type. If any party's PER test result is 5 or more points below the winning party, they are surprised for one **Turn** and cannot perform any **Actions**.

B. DECLARE ACTIONS – Before CHRs in the PC's party can perform any actions, the players must declare the actions that their PCs will attempt to do. CHRs may perform two **Half-Turn Actions** or one **Full-Turn Action**. CHRs may also perform any number of **Free Actions**. Some **Special Actions** may require longer amounts of time to perform. Each action type requires specific amounts of time to perform (depending on the action). Both ATKs and moving a number of spaces up to a CHR's MV are considered half-turn actions.

C. PERFORM ACTIONS – CHRs perform their actions in any order they choose but must complete all their actions at once. CHRs may choose to delay one action until another CHR's turn by spending a half-turn action delaying.

MELEE ATTACKS – Any CHR with a **Melee Weapon (MW)** may MA an adjacent CHR. The success or failure of a MA is determined by STR + WD + ROLL. For every 1 point the ATK is over the **Defender's** DFS, 1 DMG is inflicted.

RANGED ATTACKS – Any CHR with a

Ranged Weapon (RW) may RA a CHR in LOS. The success or failure of a RA is determined by PER + WD + ROLL. For every +1 from the roll, add +1 to the ATK's **Range** distance. For every -1 from the roll, subtract -1 range for the ATK. For every 1 point the ATK is over the defender's DFS, 1 DMG is inflicted.

UNARMED ATTACKS – Any CHR may UA an adjacent CHR. The success or failure of an UA is determined by DEX + ROLL. As a full-turn action, the **Attacker** may gain +2 ATK until EOT and try to kick the defender. If the kick misses the CHR suffers -1 DFS until EOT. The attacker may choose to strike the defender and may ATK twice per half-turn action spent striking. For every 1 point the ATK is over the defender's DFS, 1 DMG is inflicted.

WRESTLING – A CHR may **Wrestle** an adjacent CHR. Wrestling is performed the same as an UA but with no kick or strike effects. Both the attacker and defender have four **Wrestling Statuses**: free standing, clinching, take-down or pinned. When a CHR makes a successful wrestle ATK, they may choose to either change the wrestling status of the other CHR or change the wrestling status of themselves. Any CHR who becomes pinned is completely defenseless. Wrestling CHRs cannot perform any actions other than wrestle and defend (unless free standing).

POWER POINTS – For every +1 from an ATK roll, that CHR gains +1 PP until EOT. PP can be spent on item and equipment **Abilities** (see the equipment sheet).

DEFENSIVE COVER – There are three types of cover: **Full Cover** blocks line of sight, **Partial Cover** provides +2 DFS to the defender and **No Cover** provides no effects.

Conditions

BLIND – You suffer -4 ATK and DFS. If you're only "partial blind" you suffer -2 to ATK and DFS, instead.

EXHAUSTION – For each exhaustion, you suffer -1 SP and -1 to all rolls. For every day you spend resting, you lose 1 exhaustion counter.

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

BLEED – EVERY MINUTE: Make a Fortitude Save for each **Bleed Counter**: If successful, remove 1 bleed counter. If failed, suffer -1 HP.

CONFUSE – EVERY TURN: Make a Will Save: If successful, remove 1 **Confuse Counter**. If failed, suffer -3 to all rolls.