

Open Adventure

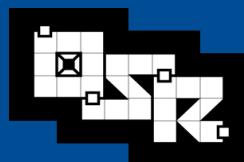
FANTASY & SCIENCE FICTION ADVENTURE GAME



BASIC RULEBOOK

READ THIS BOOK FIRST!

For any number of players ages 10 and up!



KYLE MECKLEM

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FANTASY & SCIENCE FICTION 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 nine people, though in theory any number of players may participate. Unlike other games, this game does not use a board or actual playing pieces. All that's needed to play are these rules, a couple of six-sided dice, pencil and paper, graph paper and a creative imagination. The game is more exciting if figurines, a game mat and/or dioramas are used, but the game can be played without such visual aids.

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 KEEPER’S RULEBOOK (GKR)**, 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 GKR should *only* be read and used by the one player who chooses to take on the role of the game keeper (see below). To all other players, the contents of the GKR 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 skills & 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 talents, traveling great distances, additional character creation 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 80.

PART TWO: Player Character Creation, explains step-by-step how to create a player character and is listed in easy-to-follow instructions.

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 battle.

Though the rules may seem confusing at first, or that there are a lot of them, you will begin to understand them 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.

Golden Rules

Although 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 (referred to as a **Game Keeper**), 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.

However 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 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 cannot be completed.
3. When dealing with numeral fractions, always round down to the nearest whole number.
4. The game keeper 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 keeper.

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 80.

Game Setup

When a group of persons gather together to play a game of OA, one person acts as a game host, referee and narrator, known as a **Game Keeper (GK)**. The others play the roles of medieval fantasy or science fiction characters and are called **Characters**. Each player is in control of an imaginary avatar known as a **Player Character (PC)**. Other imaginary avatars are played by the GK and known as **Non-Player Characters (NPCs)**. A group of avatars (PAs and/or GKAs) are known as a **Party**.

Each game session is called an **Adventure**. An adventure can last as long as players and the GK 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 GK. Several related adventures played over a series of game sessions are known as an **Expedition**.

It's the GK'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 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 take place, may be designed by the game keeper or pre-created by someone else such as a friend.

The GK must spend more time creating and preparing the adventure before play than the other players. The game keeper must also have an intimate understanding of the rules of OA. Because of this, it is recommended the most experienced player take up the GK 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 in **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 keeper sits on one end of the table with the GKR, adventure maps and all other secrets of the adventure. The game keeper 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 have 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 keeper's rulebook until they are worthy and capable of fulfilling the role of the GK. The excitement and mystery of monsters, aliens and magic could be spoiled if someone reads the game keeper's rulebook before they are ready.

Player Roles & Responsibilities

THE MAPPER: The GK describes what the characters can see, smell and hear around them. One player should draw a map according to the game keeper'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 traveled and become hopelessly lost). The map should be kept at the center of the table so all players can clearly see its layout. Only pen-

cil 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 and the surrounding area is revealed. Eventually, the GK'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 the player's wishes are being accurately represented and relayed to the GK. 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 keeper and should not judge what the players wish to do.

During combat, things may become confusing. The game keeper 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 whose 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 of 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 GK 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 adven-

ture player characters will also discover treasure, avoid dangers such as traps and 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 skills. Adventurers gain experience by earning **Experience Points (XP)** given to them by the GK based off how much treasure they find and the number of enemies they defeat in combat. 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 ten 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 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

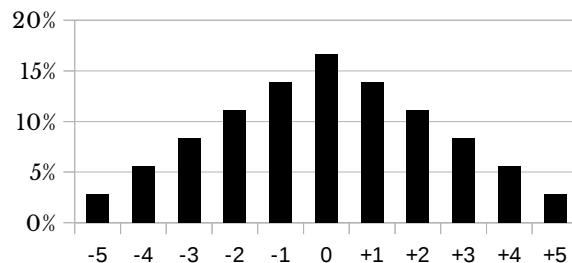
When referring to dice, an abbreviation is often used. The first number in the abbreviation is the number of dice being rolled followed by the letter “d” (short-hand for “die” or “dice”), and then the number of sides the dice have.

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, then you 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 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.



STANDARD DICE ROLL RESULTS

	□	□	□	□	□	□
□	0	+1	+1	+1	+1	+1
■	-1	0	+2	+2	+2	+2
▢	-1	-2	0	+3	+3	+3
▢	-1	-2	-3	0	+4	+4
▢	-1	-2	-3	-4	0	+5
▢	-1	-2	-3	-4	-5	0

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** (or simply “roll” for short) throughout *Open Adventure*. For an example of how dice rolls are used during game combat, see page 73.

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 the numbers on the cards of the second suit as the black die roll. Shuffle the cards into their original piles before reusing them in this manner.

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 keeper do not play against each other, even though the GK does play the roles of the enemies that threaten the players. The job of the game keeper 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 GK alike.

The real way to “win” OA is to have fun. If you’re enjoying the experience; you’re doing something right.

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 lowest number of fingers revealed from the highest number of fingers revealed. This is the rolled number.

If the rolled number is not zero, the players make note of whether the current and previous numbers revealed were both even or odd numbers. If both were odd or even, the current rolled number is a positive number. If the current and previous numbers were even and odd, the currently rolled number is a negative number.

FOR EXAMPLE, two players reveal the numbers 1 and 4 simultaneously. The rolled number is 3 ($4 - 1 = 3$). Next, the players compare this number to the previous number rolled, which was a 5. Since the two numbers, 3 and 5, are both odd, the rolled number becomes positive for a total of +3.

Part II: Player Character Creation

Below are step-by-step instructions on what players will need to do to create a new player character for the *Open Adventure* game. In a two-person game, the player 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 84) to better understand the form it takes.
2. Read the section on character Primary Traits (page 8), Secondary Traits (page 9) and Archetypes (page 14), then choose an archetype that best suits your character. Optionally, you may choose to Dual-Arch (choose two archetypes instead of one) by dividing all the traits listed for each archetype in half, then adding the two archetypes together.
3. Read the section on character Races & Species (page 16), then choose a race or species that best suits your character. Write down any racial benefits that race or species may possess.
4. Pick a number of Perks (page 21) from the perks list of the race or species you chose in step 3. You may pick a number of perks equal to the number allowed by the archetype of your character.
5. Choose one of the three Subraces (page 24) available, then choose one Subracial Motive. Write down any benefits that subracial motive may possess.
6. Roll 2d6 (for a result of 2-12) to find the number of Character Points (page 28) 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. Next, 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. Determine all of your character's secondary traits.
9. Your character begins with 10+Roll (for a result of 5-15) starting currency. Your PC can use this money to purchase equipment before game play begins (see step 10 below). For medieval fantasy campaigns the standard currency is Silver Coins (SC). Science fiction campaigns use Star Credits (SC) as currency.
10. Consult the tables of Weaponry, Armor and Expedition Equipment (starting on page 33) then "purchase" whatever gear your player character chooses—within the limits of his or her starting currency amount. Write down what your character purchased on the back of the paper. Deduct any money spent buying equipment.
11. 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".
12. 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".
13. Name your character and imagine a suitable personality, background story and profession (a job 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 number of perks as allowed by the chosen archetype.
4. Choose a subrace *and* subracial motive for that race or species.
5. Roll 2d6 and add that many character points to your character's primary traits.
6. Calculate secondary traits, then apply any benefits or flaws from archetypes, race or species, subrace, subracial motive and/or perks.
7. Begin with 10+Roll initial currency, and buy starting weapons, armor and expedition gear.
8. Determine attack and defense traits.
9. Choose a name, personality, background and profession for your player character.

If any problems or questions come up while creating your character, double-check with the character creation example on page 31, or consult with the game keeper.

Primary Traits

Before creating a player character, it's 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 denote 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 GK's discretion, paranormal powers of magic spells and psionic abilities may be disallowed in an adventure. If magic is prohibited, 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 65.

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. Players who wish for their character to wield **Melee Weapons** proficiently, such as a glaive or energy sword, should have high strength.

Strength directly influences a character's **Melee Attack** (page 18).

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 high perception.

Perception directly influences a character's **Initiative** (see page 71) and **Ranged Attack** (see page 13).

Intelligence (INT)

"Intelligence" is the ability to learn and remember knowledge. It's also a measure of a character's overall knowledge and ability to solve mental problems. Players who wish for their characters to be multi-lingual, have excellent memory and good reasoning skills should have high intelligence.

Intelligence directly influences the number of **Languages Points** (page 11) a character knows.

Dexterity (DEX)

"Dexterity" refers to agility, flexibility and reflexes. 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 high dexterity.

Dexterity directly influences a character's **Unarmed Attacks** (page 18), **Defense** (see page 14), and **Reflex Save** (page 12).

Charisma (CHA)

"Charisma" is a combination of personal appearance, charm and leadership ability. A high charisma means many good **Reactions** from NPCs and a strong mental **Will**, which can help a player throughout the game. A player who wants a character who can succeed at social events and has a strong conviction should choose high charisma.

Charisma directly influences **Reactions** from NPCs when first meeting other characters, and a character's **Will Save** (see page 12).

Vitality (VIT)

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

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	= Charisma
COMBAT	
Melee Attack	= Strength + Weapon
Ranged Attack	= Perception + Weapon
Unarmed Attack	= Dexterity
Defense	= Dexterity + Armor
MAGIC	
Mana/Psi	= Magic

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 to death should choose high vitality.

Vitality directly influences the number of **Health Points** (see page 9), **Stamina Points** (see page 9) and a character's **Fortitude Save** (see page 12).

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 energy from a mysterious “parforce”.

Magic directly influences how many **Spells** or **Psionics** per game-day a character can cast. The more experience levels a character has, the more powerful magic he or she can cast. Magic is explained in detail in **PART 5: MAGIC** on page 65.

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, skills, languages, fortitude, reflex, will, melee attack, ranged attack, unarmed attack, defense and mana/psi.

♥ Health

New characters begin 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, compared to a character with fewer HP.

Any character with 0 (or less) health points has succumbed to their wounds and immediately dies. Details about character death are discussed in **PART 4: THE ADVENTURE** on page 54.

⚡ Stamina

New characters begin 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 perks, actions, magic and equipment may reduce a character's stamina points in exchange for special effects or benefits.

By exerting themselves (and losing stamina points), a character can temporarily enhance their **Movement Points (MV)** (see page 50). A character may spend stamina points to gain additional movement points. For every 1 SP they choose to spend this way, they receive +1 MV until end of turn.

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 begin the game with a number of skill points from their archetype, race/species and subracial motive.

“Skills” are general actions that characters can attempt to perform during their adventures. Before their characters perform a skill, the controlling player should describe to the game keeper what their character is attempting to do. When describing the actions of an adventurer—be descriptive and dramatic. Narrate 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

If the GK 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 4) then apply the result to the primary trait number that would be most appropriately used for completing the action.

FOR EXAMPLE, imagine a character wished to arm wrestle an opponent. The GK determines the character should perform a skill test to see if they're successful. The game keeper decides 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 result of a skill test is equal to or greater-than 10, 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 10.

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 keeper may decide a character needs to roll a 12 or higher, instead of a 10, for a successful skill test.

Circumstances can change the target number of a skill test to anything from 1 to 20, with 10 being the default TN needed to succeed and 20 the most difficult to achieve. Changing the TN may be 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 to the situation (GK's choice).

Skill Points

If a PC or NPC is particularly skilled in a specific action type, he or she may have one or more Skill Points associated with the related primary trait. Skill points are permanent bonuses or detriments in the form of positive or negative modifiers (e.g. +1 or -2) which are applied to a primary trait—but used only when performing a skill test.

New characters begin the game with a number of skill points provided to them by their archetype, race/species and subracial motive chosen during character creation. Players may assign skill points to their character's strength, perception, intelligence, dexterity or charisma primary traits (vitality and magic cannot have skill points assigned to them).

For every positive skill point allocated this way, add +1 to the skill test when that trait is being tested for its skill. Inversely, characters suffer -1 for every negative skill point on a primary trait that is being tested for its skill. These positive and negative modifiers are used *only* during a skill test.

FOR EXAMPLE, a character is swimming through treacherous waters. The GK decides a skill test must be performed by the player character to determine if they can remain afloat. The game keeper has the PC test their strength trait. Unfortunately for the character, they suffer a -1 skill point for strength skill tests. The player rolls a +1, which becomes a 0 because of the -1 detriment (+1 - 1 = 0).

Secret Skill Tests

For some special skill tests, the dice are rolled in secret by the GK instead of the player. The skill test will always seem successful to the character attempting the action (unless the failure is obvious), but it may have secretly failed. Only the GK knows for certain!

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 GK 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 keeper 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 GK 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 suffer.

Languages

New characters begin 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 characters 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 (e.g. klangons speak “*klangon*”).

At the GK's discretion, players may choose for their character to know different or additional languages of varying fluency. Players may assign a number of **Language Points** equal to their character's intelligence primary trait to one or more languages.

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 could decide to place 5 points in the common language and 2 points in the goblin language.

The game keeper 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 on page 12.

To use the additional languages table, 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 (the character *must* have 1 or more points allocated to that language to make this test).

A language test is performed similar to a skill test except language points are added to the testing character's intelligence trait. If a character's language test meets or beats the target number of 10, they successfully understand the language.

FOR EXAMPLE, a character with an intelligence 8 is attempting to understand the megalisk language. The character has 2 language points allocated to megalisk, giving the character a total of 10. The controlling player makes a standard roll with a result of +1, giving a total of 11 ($8 + 2 + 1 = 11$), successfully understanding megalisk.

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 of secret passwords, hand shakes, jargon, symbols and gestures.

At the GK'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 with anyone else who is also a member.

However, because the passwords and secret gestures are always changing, if a character were to leave a 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 over not just time, but great distances as well. A member of the same guild from a distant land or planet may not speak the same guild language or in the same manner as other members.

Guild members receive a number of guild language points equal to the number of years the character has been in the guild (maximum 10 guild language points). If the character has left the guild, they will lose 1 guild language point assigned for that guild equal to the number of years since they left the organization.

Save Tests

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

FORTITUDE: "*Fortitude Save*" represents a character's immune system, constitution and physical resilience. Strong fortitudes allow characters to resist poisons, disease and other ailments. Characters begin with a fortitude save equal to their vitality trait.

REFLEX: "*Reflex Save*" represents a character's responsiveness, reflexes and knee-jerk reactions to dodge out of the way of incoming danger such as from attacks, traps or falling rocks. Characters begin with a reflex save equal to their dexterity trait.

WILL: "*Will Save*" represents a character's mental discipline, sanity and mental resistance to coercion, charm and panic. It also represents a character's courage and mental focus. Characters begin with a will save equal to their charisma trait.

A save is tested by performing a standard roll and applying the result to the character's save number. If the result is equal to or greater-than the target number chosen by the GK (a number between 1 through 20, with a default of 10 unless stated otherwise); the save test is successful. A successful save test means the amount of damage suffered is reduced by one-half or the effect is negated. An unsuccessful save means the character takes the full damage or effect.

Note that saving against certain magic requires a character's save test to equal to exceed the magic caster's magic trait number.

See page 69 for details on saving against magic.

ADDITIONAL LANGUAGES

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

Damage Resistances

Adventurers may have exceedingly strong or exceptionally weak resistances against certain **Damage Types** (see page 56).

Whenever a character would suffer 1 or more points of damage from an attack, magic or any other source of damage, the controlling player must check their character's resistance to that type of damage. There are five types of resistance thresholds a character may have towards various damage types:

- **VULNERABLE:** Each time a character suffers damage from a damage type they are vulnerable towards, they suffer double damage, instead.
- **WEAK:** Each time a character suffers damage from a damage type they are weak towards, they must perform a save test (see page 56 to determine which save test): If they fail, they suffer double damage, instead.
- **NORMAL:** The default stance most characters have towards the majority of damage types. No additional damage is suffered or negated from a normal **Damage Resistance**.
- **STRONG:** Each time a character suffers damage from a damage type they are strong towards, they may perform a save test (see page 56 to determine which save test): If they fail, they suffer $\frac{1}{2}$ damage, instead.
- **IMMUNE:** A character is immune from the damage and effects of a damage type that they're immune towards.

Players must determine their character's damage resistance whenever a damage type would inflict 1 or more points of damage. The appropriate save test (as outlined on page 56) is performed before damage is assigned.

FOR EXAMPLE, an adventurer gets stabbed with a sword (which is considered both kinetic and pierce damage). If the defending character was strong against kinetic damage, they could perform a save test. If successful, they would suffer half-damage, instead.

If damage of more than one type targets a character who has various resistances towards two or more of the damage types, the player should determine their character's overall resistance by performing the following steps:

1. Begin with a damage resistance of "normal".
2. Increase the character's damage resistance by 1 slot if the character is strong against one of the damage types, or by 2 slots if the character is immune against one of the damage types.
3. Reduce the character's damage resistance by 1 slot if the character is weak against one of the damage types, or by 2 slots if the character is vulnerable against one of the damage types.
4. Repeat steps 2 and 3 for each additional damage type until all damage resistances have been considered. The final result is the character's overall resistance to the current damage.

When counting in this manner, always begin with immunities and vulnerabilities before counting weaknesses and strengths.

FOR EXAMPLE, a character suffers damage from an attack that inflicts both kinetic and elemental damage. The PC has a damage resistance of "strong" versus kinetic damage but "vulnerable" against elemental damage. Starting with the resistance of "normal", the controlling player increases their overall damage to "strong" (for the kinetic damage), then lowers their resistance by two slots (for the elemental damage) for a total resistance of weak.

Note that some equipment, armor and treasure may grant its bearer a temporary damage resistance against certain damage types.

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 when in combat.

There are three types of attack:

- Melee Attacks (with melee weapons)
- Ranged Attacks (with ranged weapons 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 being used.

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 during combat.

Ranged attacks also represent the accuracy and lethality of the ranged weapon being used.

Unarmed Attacks

Unarmed attacks are any form of kicks, strikes, wrestling or throws that does not involve weapons. Unarmed attackers rely on their nimbleness, speed and flexibility to win a fight. Note that some special weapons may be used by unarmed attackers.

Attack & Damage

Every weapon used in combat has a **Damage** number. 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 who is attacking with an assault rifle of 3 damage would have 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 character'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 two 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. See more about dual-wielding on page 75.

Defense

“Defense” is a rating of a character’s ability to dodge, parry or block attacks from enemies. Defense is calculated the same way as the attack trait; except instead of strength or perception, a character’s ability to avoid incoming attacks 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 with an armor of 2 toughness has a total defense of 7 ($5 + 2 = 7$).

Magic Points

Characters 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** on page 65 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 characteristics’ numbers, then combine their values.

The first step to creating a character is choosing an **Archetype** that best describes the character you wish to make. An archetype is a general vocation, life path or class of characteristics that describe a PC’s or NPC’s main 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 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 starting primary trait numbers and all other characteristics of that archetype.

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, reduce any benefit or flaw numbers by half (divide the numbers by 2), then add the two sets of traits together.

ARCHETYPES

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

FOR EXAMPLE, an “arcanist-leader” would have a charisma of 5 ($6 + 4 \div 2 = 5$).

Treat any unlisted primary traits as having a value of 0 when adding.

FOR EXAMPLE, an “arcanist-leader” would have a strength of 2 ($4 + 0 \div 2 = 2$).

For mutually-exclusive factors such as the number of perks allowed, health points gained and movement, choose the more restrictive of characteristics.

Arcanist

Perhaps the most misunderstood and least known of all the archetypes. Magicians and psionicists, 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 devote years to disciplined study and mastery of their art. Their minds are centered and focused making them carry an unbreakable will.

BENEFITS: Arcanists begin with perception 2, intelligence 4, dexterity 2, charisma 4 and magic 6. Arcanists choose 5 perks (page 21) from the character’s race or species (page 16). Each time an arcanist is promoted to a new level, they gain 1d6-1 extra health points (no minimum). Arcanists have a movement of 7 (tactical time) and begin with +4 skill points (intelligence).

FLAWS: Arcanists begin with -2 maximum stamina points.

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.

ARCHETYPES

Archetype	STR	PER	INT	DEX	CHA	VIT	MAG	MV	HP/Level	Perks	Benefits & Flaws
Arcanist	-	2	4	2	4	-	6	7	1d6-1	5	+4 skill points (INT), -2 SP
Fighter	4	-	2	6	2	4	-	5	1d6+1	4	-
Healer	2	4	2	-	4	6	-	4	1d6+1	4	+2 skill points (STR)
Leader	4	2	4	2	6	-	-	6	1d6-1	4	+2 skill points (CHA)
Marksman	-	6	2	4	2	4	-	8	1d6	3	-
Scout	4	4	6	2	-	2	-	7	1d6	5	-
Warrior	6	2	-	4	2	4	-	5	1d6+2	3	+2 TP, -2 reflex, -2 skill points (INT)

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

BENEFITS: Fighters begin with strength 4, intelligence 2, dexterity 6, charisma 2 and vitality 4. Fighters choose 4 perks (page 21) from the character's race or species (page 16). Each time a fighter is promoted to a new level, they gain 1d6+1 extra health points. Fighters have a movement of 5 (tactical time).

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 heal the sick or injured, support their allies in their darkest hours and show mercy upon the weak.

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 and bring life back to those who have passed to the other side of death.

BENEFITS: Healers begin with strength 2, perception 4, intelligence 2, charisma 4 and vitality 6. Healers choose 4 perks (page 21) from the race or species chosen (page 16). Each time a healer is promoted to a new level, they gain 1d6+1 extra health points. Healers have a movement of 4 (tactical time). Healers begin with +2 skill points (strength).

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 unsuspecting victims.

BENEFITS: Leaders begin with strength 4, percep-

tion 2, intelligence 4, dexterity 2 and charisma 6. Leaders choose 4 perks (page 21) from the character's race or species (page 16). Each time a leader is promoted to a new level, they gain 1d6-1 extra health points (no minimum). Leaders have a movement of 6 (tactical time) and begin with +2 skill points (charisma).

Marksman

Marksmen are characters with a reputation for deadly accuracy with ranged weaponry. Gunslingers, snipers and sharpshooters—they're known by many names, 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 shot from a distance—before the enemy ever had a chance to pose a threat.

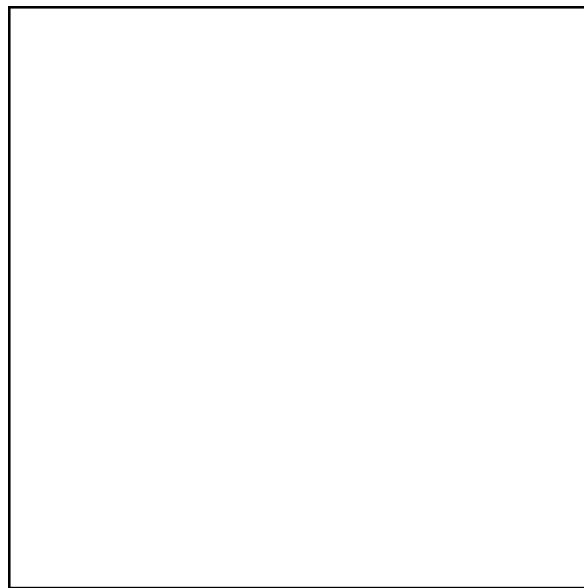
BENEFITS: Marksmen begin with perception 6, intelligence 2, dexterity 4, charisma 2 and vitality 4. Marksmen choose 3 perks (page 21) from the character's race or species (page 16). Each time a marksman is promoted to a new level, they gain 1d6 extra health points. Marksmen have a movement of 8 (tactical time).

Scout

Scouts are highly intelligent and well-trained individuals who prefer to work in the shadows or away from the prying eye of the public. Scouts often employ a plethora of skills and secret trade craft to get a job done in a pinch.

Scouts are known to be jack-of-all-trades; but masters to none. They will often avoid direct confrontation; choosing more nefarious or unconventional means where brains and skillful technique win out against brawn.

Many scouts are drawn toward a life of crime or trickery; being branded by society as thieves, assassins or scoundrels. However, most scouts believe in a more honorable employ; leading lives as explorers, hunters, or rangers.



BENEFITS: Scouts begin with strength 4, perception 4, intelligence 6, dexterity 2 and vitality 2. Scouts choose 5 perks (page 21) from the character's race or species (page 16). Each time a scout is promoted to a new level, they gain 1d6 extra health points. Scouts have a movement of 7 (tactical time).

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 bars their path. Warriors are veterans of war, accumulating years of experience through tried and true methods of combat.

BENEFITS: Warriors begin with strength 6, perception 2, dexterity 4, charisma 2 and vitality 4. Warriors choose 3 perks (page 21) from the character's race or species (page 16). 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 +2 triumph points when attacking.

FLAWS: Warriors begin with -2 reflex and -2 skill points (intelligence).

B. Choose a Race or Species

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

Creature types are referred to as **Races** in fantasy games and **Species** in science fiction games, but are used synonymously throughout this booklet.

Choose a race or species that sounds most entertain-

ing to play from the list starting on page 16. You don't have to know all the personality traits of the race to begin playing it; if in doubt, make it up!

With the GK's permission, you may create your own custom race or species, or play one not listed in this booklet. Steps for creating custom races and species can be found on page 20.

Each race and species has a number of "*racial benefits*" that offer two **Racial Aspects** (in the form of primary trait bonuses) and up to five **Perks** (see your archetype to determine how many perks you may choose).

Additionally, each race & species has three **Subraces** listed. A subrace is a general division of the parent race or species. Each subrace has two **Subracial Motives** listed. See page 24 for details on subraces and subracial motives.

Once a species has been chosen, write down the racial aspects of that race or species. Next, choose a number of perks from that race (up to the number allowed by your character's archetype). Lastly, choose a subrace and *one* subracial motive of that subrace.

FOR EXAMPLE, a beginning player is making a new character. First they choose the "warrior" archetype, then the "human" race. They make a note that humans begin with +1 intelligence and +1 charisma. Because the warrior archetype only allows three perks, the player chooses the "fast sprinter", "proficient climber" and "enhanced initiative" perks available to humans. Next the player chooses the "purebred" subrace and selects the "zeal" subracial motive. Lastly the player makes note of the size and girth of the human race.

Below is a list of all the races and species that beginning players can choose from:

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 almost every world they have explored.

RACIAL BENEFITS: Humans are known for their cunning (+1 intelligence) and prestige (+1 charisma). They can use the following perks: enhanced initiative, fast sprinter, proficient climber, proficient jumper and proficient swimmer.

SUBRACES: Purebred (choose duty *or* zeal), highbred (choose erudition *or* creation) or protohuman (choose domesticity *or* tranquility).

SIZE: Medium height with an average body type.

Fantasy Races

Centaurs

"Centaurs" are liminal creatures with the head, torso and arms of a demi-human and the body and legs of a horse. Centaurs live nomadic tribal lifestyles, keep-

ing close connections with nature and the environment they live in. Though most centaurs prefer the simpler pleasures of life and often reject advancements in society; when forced centaurs can rise up to become great warriors and champions of justice.

RACIAL BENEFITS: Centaurs are known for their agility (+1 dexterity) and prestige (+1 charisma). They can use the following perks: fast sprinter, low-light vision, natural attack, quadruped and enhanced hearing.

SUBRACES: Sylvan centaur (choose honor *or* purity), steppes centaur (choose law *or* liberation) or desert centaur (choose teaching *or* beneficence).

SIZE: Medium height with a stout body type.

Dragonkin

“Dragonkin” are a dragon-like creatures with colored scales, flightless wings, large tails and sharp-fanged maws. However, dragonkin walk upright on two legs, wear clothes and use their hands similar to that of humans. Most dragonkin live a nomadic, albeit barbaric, lifestyle, and avoid dealings with humans, and elves.

Dragonkin tend to be prideful, imposing and consider themselves superior to most other races. Many have a lust for rare metals and fine metalworking.

RACIAL BENEFITS: Dragonkin are known for their brawn (+1 strength) and cunning (+1 intelligence). They can use the following perks: large tail, cold blooded, natural attack, breath attack and natural armor.

SUBRACES: Bluescale (choose conquest *or* zeal), greenscale (choose malevolence *or* chaos) or redscale (choose greed *or* destruction).

SIZE: Medium height with a stout body type.

Dwarf

“Dwarfs” 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; dwarfs 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. Dwarfs are stalwart against poisonous and magical influences.

RACIAL BENEFITS: Dwarfs are known for their brawn (+1 strength) and resilience (+1 vitality). They can use the following perks: psionic resistant, poison resistant, dark vision, proficient climber and spell resistant.

SUBRACES: Hill dwarf (choose heroism *or* entertainment), mountain dwarf (choose greed *or* discovery) or deep dwarf (choose isolation *or* malevolence).

SIZE: Small height with a stout body type.

COMMON RACES & SPECIES

Fantasy Races	Science Fiction Species
Centaur	Android
Dragonkin	Changling
Dwarf	Genetic Clone
Elf	Human
Felid	Insectoid
Gnome	Klangon
Human	Primapian
Lupin	Reptoid
Minotaur	Squidlien
Satyr	Vultoss

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 magical items. Elves love beautifully crafted items and choose to live an agrarian life in accord with nature.

RACIAL BENEFITS: Elves are known for their sorcery (+1 magic) and alertness (+1 perception). They can use the following perks: spell resistant, low-light vision, enhanced listening, evil resistant and speaker of animals.

SUBRACES: Wood elf (choose mischief *or* tranquility), dark elf (choose either isolation *or* enslavement) or high elf (choose arcana *or* exaltation).

SIZE: Medium height with a slim body type.

Felid

“Felids” 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. Felids 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 is known in far away lands.

RACIAL BENEFITS: Felids are known for their cunning (+1 intelligence) and alertness (+1 perception). They can use the following perks: dark vision, enhanced initiative, prehensile tale, natural attack and proficient jumper.

SUBRACES: Jungle felid (choose duty *or* liberation), plains felid (choose conquest *or* zeal) or mountain felid (choose adoration *or* heroism).

SIZE: Medium height with a slim body type.

Gnome

“Gnomes” are small, wiry tinkerers who live underground. Their skin color ranges from dark tan to 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.

RACIAL BENEFITS: Gnomes are known for their alertness (+1 perception) and prestige (+1 charisma). They can use the following perks: poison resistant, spell resistant, enhanced hearing, thermic vision and speaker of plants.

SUBRACES: Wood gnome (choose chaos or mischief), mountain gnome (choose greed or erudition) or deep gnome (choose depravity or zeal).

SIZE: Small height with an average body type.

Lupin

“Lupins” are a wolf-like demi-human with the head, fur, claws and feet of a wolf, but walk upright like other humanoids. Lupin pelts can come in many colors including black, silver or brown.

Lupins are a deeply spiritual race and share a connection with their bestial urges. As lupins grow older and more experienced, they take on a savage canine appearance.

Despite their ferocious looks, most lupin lead honorable, courageous and trustworthy lives. Though they may be unfriendly to outsiders at first, once their respect has been earned their loyalty is eternal.

RACIAL BENEFITS: Lupins are known for their agility (+1 dexterity) and prestige (+1 charisma). They can use the following perks: natural attack, natural pelage, fast sprinter, low-light vision and sense scent.

SUBRACES: Hill lupin (choose domesticity or isolation), forest lupin (choose enslavement or greed) or tundra lupin (choose creation or duty).

SIZE: Large height with a slim body type.

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 where they live a primitive, tribal existence. Minotaur culture is based on the ideals of courage and prowess in battle. Many Minotaurs adorn their bodies with tattoos, brands, piercings, paintings and primitive jewelry. Minotaurs are fierce opponents due to their brawn, horned heads and hot temperament.

RACIAL BENEFITS: Minotaurs are known for their brawn (+1 strength) and resilience (+1 vitality). They can use the following perks: natural attack, dark vision, disease resistant, fast sprinter and divine resistant.

SUBRACES: Labyrinth minotaur (choose enslave-

ment or malevolence), mountain minotaur (choose destruction or chaos) or elder minotaur (choose arcania or zeal).

SIZE: Large height with a stout body type.

Satyr

“Satyrs” are bi-pedal creatures with the legs, hooves, tail and ears that of a horse and the body of a human. Satyrs tend to live in forests, meadows or highlands far from cities of man. Satyrs prefer playing mischievous games, drinking and carousing, avoiding the affairs and wars of humans. Satyrs are naturally in-tune with nature and their surroundings, and often have excellent hearing.

RACIAL BENEFITS: Satyrs are known for their alertness (+1 perception) and agility (+1 dexterity). They can use the following perks: enhanced hearing, natural concealment, speaker of animals, speaker of plants and enhanced initiative.

SUBRACES: Forest satyr (choose mischief or hedonism), ancestral satyr (choose malevolence or honor) or dark satyr (choose chaos or debauchery).

SIZE: Medium height with an average body type.

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. The majority of androids are looked at as inferior to biological beings. However, in some areas androids have rebelled against their makers and created a collective band of machine men.

RACIAL BENEFITS: Androids are known for their brawn (+1 strength) and cunning (+1 intelligence). They can use the following perks: robot physiology, natural armor, psionic resistant, amphibious and thermal vision.

SUBRACES: Combat android (choose destruction or duty), assistant android (choose beneficence or adoration) or technician android (choose erudition or creation).

SIZE: Medium height with a stout body type.

Changeling

“Changelings” are 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 shape shift is never exact and can make a changeling stand out under scrutiny. The size of their shape is never larger or smaller than 2 spaces 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.

RACIAL BENEFITS: Changlings are known for their prestige (+1 charisma) and sorcery (+1 magic). They can use the following perks: shapeshifter, natural concealment, multi-armed, natural attack and fast healer.

SUBRACES: Metamorpher (choose either heroism *or* honor), mimicker (choose adoration *or* entertainment) or true form (choose exaltation *or* arcana).

SIZE: Medium height with an average body type.

Genetic Clone

“*Genetic Clones*” are creatures who were designed and created in a laboratory as super soldiers to fight far-away 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.

RACIAL BENEFITS: Genetic clones are known for their alertness (+1 perception) and cunning (+1 intelligence). They can use the following perks: fast healer, nimble faller, enhanced initiative, disease resistant and enhanced hearing.

SUBRACES: Solider caste (choose conquest *or* duty), scout caste (choose discovery *or* duty) or tactician caste (choose erudition *or* duty).

SIZE: Medium height with a stout body type.

Insectoid

“*Insectoids*” are a bug-like alien species with the resemblance of upright walking crickets, cockroaches or praying mantis. They have large flightless wings affixed to their back. Their exoskeleton is often drab green or bright yellow. Insectoids care little for war, instead engaging in art, music and other forms of pleasure and entertainment. Insectoids 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. Insectoids are hard industrious workers and loyal allies. Their honesty is renown throughout the galaxy.

RACIAL BENEFITS: Insectoids are known for their prestige (+1 charisma) and resilience (+1 vitality). They can use the following perks: natural armor, gliding wings, cold blooded, multi-armed and dark vision.

SUBRACES: Roach (choose greed *or* hedonism), hopper (choose beneficence *or* honor) or mantis (choose creation *or* purity).

SIZE: Small height with a slim body type.

Klangon

“*Klangons*” are a vicious humanoid warrior species who are also 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.

RACIAL BENEFITS: Klangons are known for their brawn (+1 strength) and resilience (+1 vitality). They can use the following perks: enhanced initiative, low-light vision, disease resistant, poison resistant and psionic resistant.

SUBRACES: Warrior bloodline (choose conquest *or* honor), elder bloodline (choose zeal *or* honor) or guerrilla bloodline (choose malevolence *or* honor).

SIZE: Large height with a stout body type.

Primapian

“*Primapians*” are a proto-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 two or more glowing yellow eyes and serrated teeth. Primapians are clever scavengers who cannibalize floating space debris and abandoned technology, repair it then resell it to the right buyer for a respectable price.

RACIAL BENEFITS: Primapians are known for their cunning (+1 intelligence) and prestige (+1 charisma). They can use the following perks: prehensile tail, natural pelage, speaker of animals, proficient climber and nimble faller.

SUBRACES: Silverback (choose domesticity *or* greed), baboon (choose adoration *or* zeal) or tarsier (choose greed *or* law).

SIZE: Small height with an average body type.

Reptoid

“*Reptoids*” are a pre-historic, scaly, sapient species that just recently acquired superluminal technology. Reptoids are reptilian creatures with a green skin color, an aggressive nature, and low intelligence. They have an appearance ranging anywhere from that of a dinosaur, crocodile or serpent, 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.

RACIAL BENEFITS: Reptoids are known for their agility (+1 dexterity) and resilience (+1 vitality). They can use the following perks: cold blooded, amphibious, burrow, large tail and natural attack.

SUBRACES: Crested-crown brood (choose chaos *or* destruction), spiked-back brood (choose domesticity *or* isolation) or flat-tail brood (choose tranquility *or*

greed).

SIZE: Large height with a stout body type.

Squidlien

“*Squidliens*” are amphibious cephalopod-like aliens with large tentacles in place of arms, deep black or piercing yellow eyes and wet rubbery skin ranging in colors from gray, blue, red or green. Squidliens also have smaller tentacles that hang from their face. Most squidliens must wear special respirators when outside of their natural aquatic environment.

Squidliens prefer to live in underwater societies steeped in complex traditions and rituals that often appear foreign to other species. Squidliens are known for their abstract intelligence and unique unarmed fighting style.

RACIAL BENEFITS: Squidliens are known for their cunning (+1 intelligence) and sorcery (+1 magic). They can use the following perks: amphibious, cold blooded, multi-armed, constriction attack and proficient swimmer.

SUBRACES: Octopod (choose teaching *or* zeal), cuttlehead (choose beneficence *or* heroism) or deepwater squidlien (choose conquest *or* law).

SIZE: Medium height with an average body type.

Vultoss

“*Vultoss*” are an enlightened species that use mental discipline and logic to overcome the pitfalls of emotions and undue passions. Their advanced technology compliments and enhances their pursuit for mental mastery. Vultoss 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, vultoss have a bony crest giving their heads a long, sloped look. Although excellent fighters, many vultoss prefer to use their technological advancements to win their battles over pure brawn.

RACIAL BENEFITS: Vultoss are known for their prestige (+1 charisma) and sorcery (+1 magic). They can use the following perks: psionic resistant, fast healer, blindsight, nimble faller and farsight.

SUBRACES: Starborne progeny (choose exaltation *or* arcana), aeon progeny (choose purity *or* arcana) or empyrean progeny (choose erudition *or* arcana).

SIZE: Medium height with an average body type.

Half Breeds

At the GK's discretion, the optional “*half breeds*” rule may be used by players to create a unique race or species made from the combination of two separate races or species. Creating a half breed race or species follows all the same steps as creating a pure breed character, except for the following differences:

1. CHOOSE TWO RACES: A player must first decide which two separate races or species they wish to

combine. Note that the GK may disallow certain combinations from forming, or rule that only certain species can breed with others.

2. COMBINE RACIAL ASPECTS: Choose one racial aspect from either race to be used in the half breed.

3. COMBINE PERKS: Choose a set of perks, amongst the ten perks available (five from either race), up to the amount allowed by your character's archetype (see page 14). A minimum of two perks must come from either species (if the marksman or warrior archetype were chosen, at least one perk must be chosen from either race, instead).

4. COMBINE SUBRACES: Choose one subrace from either of the parent species. These subraces are assumed to be a part of the character's ancestry. Choose *one* subracial motive from the choices available.

5. COMBINE SIZES: If the two pure breed races are sizes small and large, the half breed must have a medium size. Likewise, if the pure breed races are slim and stout, the half breed must have a body type of average. However, if the body heights or types are similar (e.g. both large in height), then the half breed must be the same size. If the body heights or types are one size different (e.g. one parent race is small and the other medium), the player may choose which size their new character will be.

Custom Character Races & Species

In *Open Adventure*, you can create new custom creature types, or character races and species not listed in this booklet. When creating a playable character, it is assumed PCs are humanoids of the small, medium or large size. For exotic characters of different sizes or body shapes, discuss the details with your game keeper to insure appropriate balance of capabilities.

The steps to creating a custom character race & species are listed below:

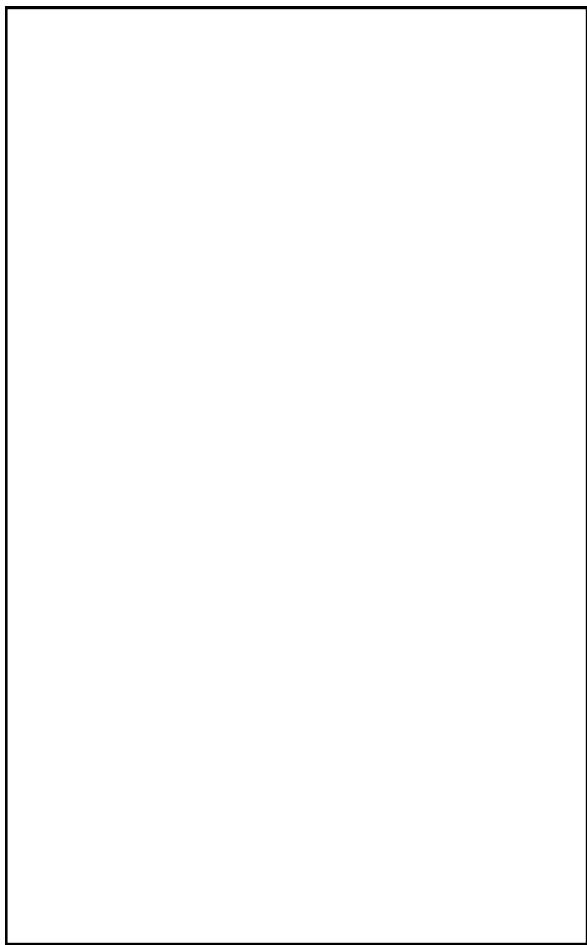
1. NAME YOUR CREATURE TYPE: The race or species should be given an imaginative name that best describes the theme or style of the creature type.

2. CHOOSE TWO RACIAL ASPECTS: Each race and species has two racial aspects that describe their natural virtues. Choose two from the list on page 21.

3. CHOOSE FIVE PERKS: Pick five perks that fit the capabilities of your race or species. Read the list of available perks starting on page 21.

4. CREATE THREE SUBRACES: Each creature type should have three subraces associated with them. A subrace is a general division of the parent race or species. Each subrace has must have two subracial motives (see page 24 for a list of subracial motives).

5. DETERMINE YOUR CREATURE'S SIZE: The race or species should either be small, medium or large. Each size can have one of three body types, which represents the girth of the character: slim, average or stout. See page 29 for character sizes.



tionally strong, muscular bodies. Races & species with the brawn aspect can exhibit impressive feats of strength. Creatures with the brawn aspect begin the game with +1 strength.

CUNNING: “*Cunning*” represents intelligent, clever and quick-witted creatures. Races & species with the cunning aspect are extremely bright, fast learners and naturally talented. Creatures with the cunning aspect begin the game with +1 intelligence.

PRESTIGE: “*Prestige*” represents creatures who have magnetic personalities and are great orators and negotiators. Races & species with the prestige aspect easily win the hearts and minds of their peers and know how to pull strings for favors. Creatures with the prestige aspect begin the game with +1 charisma.

RESILIENCE: “*Resilience*” represents creatures who have exceptionally robust constitutions and stalwart immune systems. Races & species with the resilience aspect live healthier, longer lives and can exhibit exceptional endurance. Creatures with the resilience aspect begin the game with +1 vitality.

SORCERY: “*Sorcery*” represents creatures who are natural conduits for magical powers (spells and/or psionics). Races & species with the sorcery aspect are naturally gifted with casting magic, and have an innate mana/psi pool. Creatures with the sorcery aspect begin the game with +1 magic.

C. Choose Perks

Choose a set of perks from your character's race or species equal in number to the amount allowed by your character's archetype.

The third step to creating a character is choosing a set of **Perks** equal in number to the amount allowed by your character's archetype.

Perks are special capabilities or advantages that adventurers begin the game with. Certain perks are only available to specific races or species; although not all archetypes allow every perk available to be chosen.

FOR EXAMPLE, a beginning player chooses to make an android marksman. Because the marksman archetype allows up to three perks to be chosen, the player must choose only three of the five android perks: “robot physiology”, “natural armor”, “psionic resistant”, “amphibious” or “thermal vision”.

Below is a list of perks, and their effects:

General Perks

General perks are special abilities that some characters may possess. They are not magical in nature and therefore are unaffected by effects that would counteract or alter magic.

Racial Aspects

Each character has two different **Racial Aspects**. Racial aspects represent a race or species' innate or natural power, capability or proficiency.

When creating a character, two racial aspects will be listed for each race and species. Write down the benefits that each aspect of your race provides.

When creating a custom character (see page 20), choose two aspects from the list below that best describe your race or species' innate or natural powers. No racial aspect can be chosen twice.

AGILITY: “*Agility*” represents superior nimbleness, flexibility and balance. Races & species with the agility aspect have naturally acrobatic and limber bodies with cat-like reflexes. Creatures with the agility aspect begin the game with +1 dexterity.

ALERTNESS: “*Alertness*” represents increased senses, awareness and insight. Races & species with the alertness aspect are keenly aware of their surroundings and possible dangers. Creatures with the alertness aspect begin the game with +1 perception.

BRAWN: “*Brawn*” represents creatures with excep-

Enhanced Hearing

You have +2 to listen skill tests and +2 to listen distances.

Enhanced Initiative

You have +2 initiative.

Fast Sprinter

You may spend 1^h to gain double the number of remaining movement points you have for this turn, until end of turn. This perk may only be used once per turn.

Nimble Faller

When you fall 1 or more spaces, make a reflex save: If successful, you suffer half-damage, instead. This perk may only be used once per turn.

Proficient Climber

You have +2 to climb or parkour (your choice) when performing a skill test, and have +2 MV when traveling through vertical terrain. Once chosen, this perk cannot be changed.

Proficient Jumper

You have +2 to jump skill tests and +2 to jump distances.

Proficient Swimmer

You have +2 to swim skill tests and +2 MV when traveling through liquid terrain.

Magical Perks

Magical perks are magic-based special abilities that some characters may possess. Magical perks can be affected by other magic or effects that would alter or counteract their abilities.

Divine Resistant

You are strong versus divine damage, magic and effects.

Ethereal

As a full-turn action, you may become incorporeal for up to a number of turns equal to your magic trait number. While ethereal, you may move in any direction (including up, down or through solid objects). You are strong versus kinetic and energy damage but weak versus elemental, psionic and spell damage.

While ethereal, your movement points are one-half their normal amount, and you may only see and hear up to 6 spaces away. You may end being ethereal at will, but must spend a full-turn action to do so.

This perk takes up two perks slots, instead of one.

Evil Resistant

You are strong versus evil damage, magic and effects.

Psionic Resistant

You are strong versus damage and effects from shadow or spirit magic (choose one). Once chosen, this perk cannot be changed later.

Speaker of Animals

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

Speaker of Plants

You have +15 language points distributed amongst three plant types of your choice, in any order you choose.

Spell Resistant

You are strong versus damage and effects from arcane, chi or nature magic (choose one). Once chosen, this perk cannot be changed later.

Thermal Vision

You can see bodies of heat in “no illumination” and “partial illumination” environments, up to 6 spaces away. Thermal vision cannot be used to detect cold blooded characters.

Non-Human Perks

Non-human perks are special abilities often granted to animalistic, robotic or other non-human creatures. Though some non-human perks may be common for certain races or species, humans are almost always devoid of these perks.

Amphibious

You can breath underwater for a time up to five-times (x5) longer than you could normally hold your breath.

Blindsight

Through echolocation, smell, vibrations, magic or other special senses, you can discern the location of objects and characters up to 3 spaces away (whether or not you have normal sight). You cannot discern colors or read words with blindsight. Blindsight is immune to illumination damage, magic and effects but vulnerable to sonic damage, magic and effects (if you rely on sound to use blindsight).

Burrow

You may travel through soft soil or dirt at the cost of 3 MV per underground space. This perk cannot be used to travel through rock, metal or other hard surfaces.

Cold Blooded

You are immune versus heat damage, magic and effects, but weak versus cold damage, magic and effects.

Dark Vision

You can see in “no illumination” environments as if they were “partial illumination” environments, up to 6 spaces away. You cannot discern color when using dark vision.

Disease Resistant

You are strong versus disease damage and effects.

Enhanced Breath Hold

You may hold your breath up to three times longer than normal.

Farsight

You have the ability to focus your eyes and see distant characters and objects 2x or 4x farther than normal (choose one). Once chosen, farsight cannot be changed later. If you chose to see x4 farther, this perk takes up two perk slots instead of one.

Fast Healer

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

Flying Wings

One per turn you may spend 1 $\frac{1}{2}$: You may travel through air terrain (horizontally, vertically or diagonally) as a half-turn action at the cost of 2 MV per space entered, until end of turn.

Gliding Wings

You may move 5 spaces horizontally for every 1 space that you fall vertically. You fall at one-half the normal fall speed. You negate 2 crush damage from falling. Gliding wings cannot be used to gain height, only glide while falling.

Low-Light Vision

You may see in “partial illumination” environments as if they were “full illumination” environments, up to 6 spaces away.

Multi-Armed

You have one or two extra appendages (choose one). Once chosen, this perk cannot be changed later. Treat the extra appendages as extra arms. If two extra arms were chosen, this perk takes up two perk slots instead of one.

Natural Concealment

You have a natural ability to camouflage or conceal yourself. When you take this perk, choose a terrain type. You gain +2 to stealth skill tests (hide, sneak,

sleight of hand) when the skill test is performed in the chosen terrain type.

Natural Pelage

You are covered in a natural hair, fur, wool or other soft covering. You are immune versus cold damage, magic and effects, but weak versus heat damage, magic and effects.

Poison Resistant

You are strong versus poison damage and effects.

Prehensile Tail

You have a flexible tail that can be used to hold objects, but not to attack. You have +2 to climb skill tests, +2 to balance skill tests and +2 to the amount of time you can hang freely from a support.

Quadruped

You have four legs which gives you +2 defense against wrestling and +1 extra movement point. This perk takes up two perk slots instead of one.

Robot Physiology

You are immune versus biological damage and effects but weak versus energy damage and effects.

Sense Scent

You have a superior sense of smell that may detect the presence of characters and scented objects up to a distance equal to twice your perception (in spaces). Sense scent does not reveal to you the direction or distance to the target. To gather additional information about the object or character, you must perform a successful search skill test.

Shapeshifter

As a full-turn action, you may change the shape of your body to an object or character of the same size, or one size smaller, for up to 1 hour. You may revert to your original shape at will.

Combat Perks

Breath Attack

As a full-turn action, you may project a substance from your mouth as an attack. Breath attack fills a cone 3x4 region adjacent to you in the direction of your choosing. Breath attack deals fire damage as if the area was on fire. Any characters caught in the affected area who succeed at a reflex save suffers half damage, instead. Breath attack lasts until the end of turn, and can only be performed once per hour.

Constriction Attack

You have +1 to wrestling attacks. When wrestling with an enemy, if you manage to change their wrestling status to “take-down”, you may surround them and

begin crushing them. For each turn you are crushing your enemy, you may spend a full-turn action to perform an unarmed attack with a +2 crush damage bonus. Damage dealt this way does not ignore armor but does ignore the character's dexterity trait (when determining defense). If the enemy manages to change their wrestling status to "clinching" or higher, constrict has no effect. This perk takes up two perk slots instead of one.

Large Tail

You have a large tail that can be used to make one unarmed attack per turn as a free action.

Natural Armor

Every time you take damage, you may spend 1 $\frac{1}{2}$ to negate 1 damage. This perk may only be used once per turn.

Natural Attack

You may perform an attack using your hooves, horns, talons, claws or other natural weapon as a free action. This perk may only be used once per turn. Treat this attack the same as a one-handed improvised weapon.

Sonic Attack

Once per hour, you may emit a thunderous sound as a full-turn action. This sound is considered 2 times louder than speaking volume (100 decibels). Any characters (except you) within range of the sound must succeed at a will save or suffer 1 stun counter. This perk takes up two perk slots instead of one.

Stench Attack

As a full-turn action, you may emit a powerful stink that covers an volume 4 region surrounding you. Stench attack lasts for 1 minute and will follow you for as long as it's in effect. Any characters in the area (except you) must perform a fortitude save. If failed, that character suffers 1 intoxication counter. Stench attack may only be used once per day.

Sticky Tongue

You have a long sticky tongue that can be used to perform an unarmed attack with reach 2. If the attack was successful, the targeted character is stuck to your tongue and cannot move more than 3 spaces away from you (and visa versa).

While stuck, the targeted character suffers -2 defense. The stuck character may perform a wrestling attack to break free from your tongue by changing their wrestling status to "free standing". You may choose for sticky tongue to have the ability to pull the stuck character to a space adjacent to you—but if this ability is chosen, sticky tongue takes up two perk slots instead of one.

Swallow Whole

When wrestling with an enemy, if you manage to

change their wrestling status to "clinching" you may place the enemy in your mouth, instead. Once they're in your mouth, if you perform another wrestling attack and manage to change their wrestling status to "take-down", you may swallow the character whole, instead. The targeted character may perform wrestling attacks to raise their own wrestling status and reverse the process by fighting their way back to your mouth and out of your hold.

Toxic Attack

As a full-turn action, you may envenom one weapon or natural attack of your choice with a poisonous saliva or blood.

When this perk is chosen you must choose one of the following venoms:

- **LIFE-STEALING:** Victim makes a fortitude save: If failed, they suffer 1d6-1 poison damage.
- **PARALYTIC:** Victim makes a fortitude save: If failed, they suffer 1 stun counter.
- **WEAKENING:** Victim makes a fortitude save: If failed, they 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 but is gone once it poisons a victim. This perk takes up two perk slots instead of one.

D. Choose a Subrace

Choose one subrace of the chosen race or species.

Each race and species has three **Subraces** listed, representing the various lineages of that creature type. In turn, each subrace has two **Subracial Motives** associated with it (displayed next to the subrace, written in parenthesis).

Subracial Motives

"*Subracial Motives*" represent the cultural motivations, foci and values of an entire subrace—although individual characters may not share the same behaviors or values as their subrace. Subracial motives are instilled in groups of races and species through a combination of bloodlines, culture and upbringing. Each subracial motive has a number of benefits associated with it.

After choosing a subrace, pick *one* of the subracial motives listed for that subrace. Write on a sheet of paper all the benefits of the chosen subracial motive.

Below is a list of all available subracial motives:

SUBRACIAL MOTIVES

Motive	Motive
Adoration	Exaltation
Arcana	Greed
Beneficence	Hedonism
Chaos	Heroism
Conquest	Honor
Creation	Isolation
Depravity	Law
Destruction	Liberation
Discovery	Malevolence
Domesticity	Mischief
Duty	Purity
Enslavement	Teaching
Entertainment	Tranquility
Erudition	Zeal

Adoration

The “*adoration*” motive represents societies who enjoy being cherished, admired and desired by others. Races with this motive are usually very personable, charismatic and delight in the attention of their peers.

SUBRACIAL BENEFITS: Species with the adoration motive begin with +1 dexterity, +1 charisma, +1 skill point (charisma), +2 reflex and +2 will.

Arcana

The “*arcana*” motive represents societies who devote themselves to studying the mysterious and arcane powers of magic. Races with this motive spend years collecting magical items, performing experiments and devising new conjurations in an attempt to master spells and/or psionics.

SUBRACIAL BENEFITS: Species with the arcana motive begin with +1 intelligence, +1 magic, +1 skill point (intelligence), +3 language points (choose any language) and +1 will.

Beneficence

The “*beneficence*” motive represents societies who protect the helpless, heal the sick and feed the hungry. Races with this motive engage in acts of goodness, kindness and charity, for the betterment of all.

SUBRACIAL BENEFITS: Species with the benefice motive begin with +1 perception, +1 charisma, +3 skill points (perception) and +2 language points (choose any language).

Chaos

The “*chaos*” motive represents societies who oppose authority, disrupt communities and break laws & order. Races with this motive engage in acts crime, mayhem and discord; often directed towards other societies and cultures, but sometimes even targeted at their own kind.

SUBRACIAL BENEFITS: Species with the chaos motive begin with +1 strength, +1 perception, +2 language points (choose any language), +1 fortitude, +1 reflex and +1 will.

Conquest

The “*conquest*” motive represents societies who engage in acts of war in an attempt to conquer nations or societies and assimilate them into their own culture. Races with this motive rule over conquered civilizations, imposing their own laws and practices on the subjugated populous.

SUBRACIAL BENEFITS: Species with the conquest motive begin with +1 strength, +1 dexterity, +3 skill points (strength) and +2 fortitude.

Creation

The “*creation*” motive represents societies who create or build new inventions, engineering or works on art. Races with this motive influence cultures and societies with their innovations and new creations.

SUBRACIAL BENEFITS: Species with the creation motive begin with +1 perception, +1 intelligence, +3 language points (choose any language) and +2 will.

Depravity

The “*depravity*” motive represents societies who indulge in vices, debauchery and acts of lewdness. Races with this motive enjoy pleasures considered by most other societies to be immoral or taboo.

SUBRACIAL BENEFITS: Species with the depravity motive begin with +1 dexterity, +1 vitality, +2 fortitude and +2 reflex.

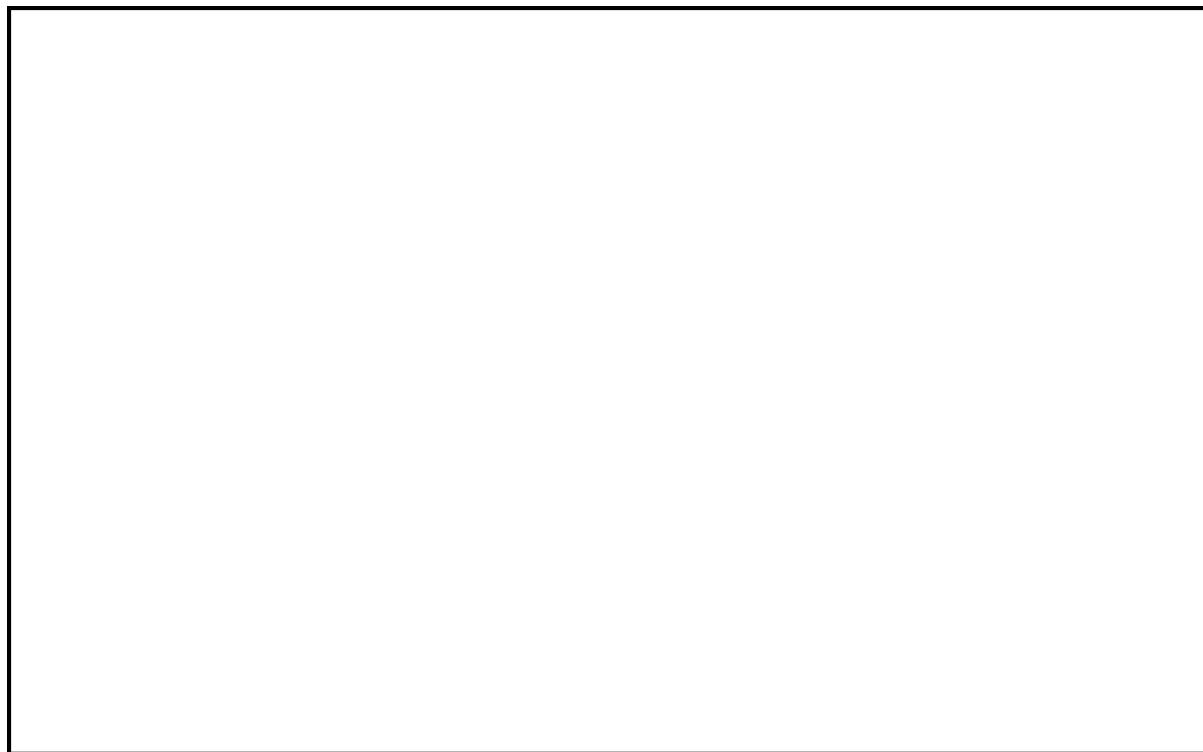
Destruction

The “*destruction*” motive represents societies who relish in the annihilation, extermination and undoing of other nations, cultures or societies. Races with this motive are considered by most characters to be ruinous, deadly and cataclysmic.

SUBRACIAL BENEFITS: Species with the destruction motive begin with +1 strength, +1 vitality, +2 language points (choose any language), +1 fortitude, +1 reflex and +1 will.

Discovery

The “*discovery*” motive represents societies who are natural explorers, travelers or pioneers. Races with this motive are adventurers at heart and appreciate traversing new frontiers.



SUBRACIAL BENEFITS: Species with the discovery motive begin with +1 perception, +1 intelligence, +2 skill points (perception) and +3 language points (choose any language).

Domesticity

The “*domesticity*” motive represents societies who cherish marriage, rearing offspring and living lives of simplicity, comfort and practicality. Races with this motive prefer to focus on the survivability of their mate and children (if any), and the safety and cleanliness of their home.

SUBRACIAL BENEFITS: Species with the domesticity motive begin with +1 dexterity, +1 charisma, +2 fortitude, +1 reflex and +2 will.

Duty

The “*duty*” motive represents societies who value hard work, service and commitment to obligations. Races with this motive extol characters who remain steadfast, industrious and loyal.

SUBRACIAL BENEFITS: Species with the duty motive begin with +1 strength, +1 vitality, +1 reflex and +4 will.

Enslavement

The “*enslavement*” motive represents societies who engage in acts of slavery, subjugation and mastery over others. Races with this motive force others into involuntary servitude, to cater to the needs and

wishes of their society.

SUBRACIAL BENEFITS: Species with the enslavement motive begin with +1 strength, +1 vitality, +1 skill point (dexterity), +1 language point (choose any language) and +3 reflex.

Entertainment

The “*entertainment*” motive represents societies who have an affinity to entertaining, charming and regaling other characters. Races with this motive enjoy exhibiting art, performances, music and other acts of entertainment for the delight of others.

SUBRACIAL BENEFITS: Species with the entertainment motive begin with +1 charisma, +1 vitality, +3 skill point (dexterity), +1 fortitude and +1 reflex.

Erudition

The “*erudition*” motive represents societies who devote themselves to study, research and investigation. Races with this motive seek knowledge, learning and scholarship.

SUBRACIAL BENEFITS: Species with the erudition motive begin with +1 intelligence, +1 charisma, +3 skill point (intelligence) and +2 language points (choose any language).

Exaltation

The “*exaltation*” motive represents societies who extol virtues of honesty, bravery and courtliness. Races with this motive are noble, knightly and highborn.

SUBRACIAL BENEFITS: Species with the law motive begin with +1 intelligence, +1 charisma, +3 skill points (charisma) and +2 will.

Greed

The “*greed*” motive represents societies who spoil in avarice, excess and selfishness. Races with this motive often enjoy gluttony, hoarding wealth and overindulgence.

SUBRACIAL BENEFITS: Species with the greed motive begin with +1 perception, +1 intelligence, +3 fortitude and +2 reflex.

Hedonism

The “*hedonism*” motive represents societies who are focused on their own gratification, pleasure and enjoyment. Races with this motive prefer epicurean habits and self-indulgence.

SUBRACIAL BENEFITS: Species with the hedonism motive begin with +1 intelligence, +1 dexterity, +3 language points (choose any language), +1 fortitude and +1 reflex.

Heroism

The “*heroism*” motive represents societies who are courageous, valorous and gallant. Races with this motive oppose evil, defend the weak and uphold justice.

SUBRACIAL BENEFITS: Species with the heroism motive begin with +1 strength, +1 dexterity, +2 skill point (strength), +1 fortitude and +2 will.

Honor

The “*honor*” motive represents societies who strive for dignity, glory and integrity in their lives. Races with this motive exhibit honesty and fairness in everything they do.

SUBRACIAL BENEFITS: Species with the honor motive begin with +1 perception, +1 charisma, +2 language points (choose any language), +2 fortitude and +1 reflex.

Isolation

The “*isolation*” motive represents societies who prefer to remain private, reclusive and segregated from other cultures. Races with this motive appreciate solitude, secrecy and concealment.

SUBRACIAL BENEFITS: Species with the isolation motive begin with +1 intelligence, +1 vitality, +3 reflex and +2 will.

Law

The “*law*” motive represents societies who uphold law, order and body politics. Races with this motive enact and enforce rules, statutes & codes, and oppose criminals and chaos.

SUBRACIAL BENEFITS: Species with the law motive begin with +1 strength, +1 intelligence, +3 lan-

guage points (choose any language) and +2 fortitude.

Liberation

The “*liberation*” motive represents societies who fight to free themselves and others from capture, oppression and enslavement. Races with this motive uphold the values of freedom and birthrights.

SUBRACIAL BENEFITS: Species with the liberation motive begin with +1 strength, +1 dexterity, +2 skill points (charisma), +2 language points (choose any language) and +1 fortitude.

Malevolence

The “*malevolence*” motive represents societies who enjoy inflicting pain, torment and suffering on others. Races with this motive are agents of malice, hostility and hatred.

SUBRACIAL BENEFITS: Species with the malevolence motive begin with +1 strength, +1 perception, +1 skill point (strength), +2 language points (choose any language) and +2 fortitude.

Mischief

The “*mischief*” motive represents societies who engage in acts of playfulness, rascality and carousal. Races with this motive are experienced in merrymaking and deviltry, often performed at the misfortune of others.

SUBRACIAL BENEFITS: Species with the mischief motive begin with +1 dexterity, +1 vitality, +2 skill points (dexterity) and +3 reflex.

Purity

The “*purity*” motive represents societies who seek a state of moral, mental, and/or spiritual perfection. Races with this motive focus only on thoughts and acts that proliferate physical and mental cleanliness.

SUBRACIAL BENEFITS: Species with the purity motive begin with +1 perception, +1 charisma, +1 skill point (perception), +2 language points (choose any language), +1 fortitude and +1 will.

Teaching

The “*teaching*” motive represents societies who teach, train and enlighten others. Races with this motive have an affinity to cultivating, improving and educating other societies.

SUBRACIAL BENEFITS: Species with the teaching motive begin with +1 intelligence, +1 charisma, +2 skill points (intelligence), +2 language points (choose any language) and +1 will.

Tranquility

The “*tranquility*” motive represents societies who strive to achieve serenity and harmony with their environment. Races with this motive appreciate equilibrium and communion in every facet of their lives.

SUBRACIAL BENEFITS: Species with the tranquility motive begin with +1 perception, +1 vitality, +1 language points (choose any language), +1 fortitude, +2 reflex and +1 will.

Zeal

The “zeal” motive represents societies known for their devotion, fervor and passion. Races with this motive often proselytize and fight for their beliefs.

SUBRACIAL BENEFITS: Species with the zeal motive begin with +1 dexterity, +1 vitality, +2 fortitude and +3 will.

E. Roll 2d6 Character Points

During creation characters gain 2d6 additional character points that may be distributed amongst any of the seven primary traits (player's choice). However, when allocating the character points this way, two rules must be followed:

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

During this step players may raise exceptionally low primary traits, or bolster primary trait numbers that they wish to be particularly powerful.

Primary Trait Bonuses & Penalties

Primary traits that are exceptionally high or low will provide bonus or penalties, respectively.

High primary traits earn characters extra Experience Points (XP) each time they gain XP (see page 54 for details on XP). Low primary traits take away experience points every time they gain 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.

EXP. BONUSES & PENALTIES

Primary Trait Number Bonus or Penalty

10	+10% XP
9	+5% XP
2	-5% XP
1	-10% XP

The inverse is true for trait numbers of 1 and 2 taking away 10% or 5% of experience points earned, respectively.

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

F. Finish Character Trait Details

1. CALCULATE SECONDARY TRAITS: Refer to page 9 to determine the 12 secondary traits for your character based off his or her seven primary traits.

2. APPLY MODIFICATIONS: Apply all bonuses, detriments, focus and perks your character has gained through the character creation process. Make note of any changes in health points, stamina points, save tests, skill tests, languages and so forth.

G. Additional Character Details

The final step to creating a PC is to fill in an assortment of miscellaneous information. You may have given this some thought throughout the character creation process, but now it's time to give your PC a 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. Ask your GK about the setting of the world he or she has designed.

FOR EXAMPLE, if the adventure 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.

If you are uncertain, you need only make up a fantasy or futuristic sounding name for your character and ask the GK 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 may find yourself playing 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 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 GK 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.

Profession

What your character does on a day-to-day basis can be considered his or her **Profession**. Professions are usually the same as a job or career. Your character should carry with them a title that defines their expertise in their profession.

FOR EXAMPLE, “paladin”, “smuggler” and “pirate” are titles of a profession.

This should not be considered a solo event, but more of a collaborative one. The GK may have some suggestions for your character's background, or even ask you to change some of the details to better fit the campaign.

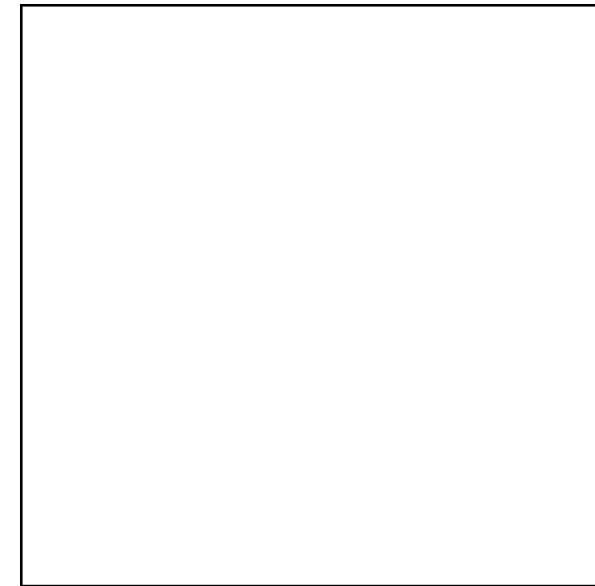
Height & Weight

Players and/or GKs may like to give personal weights and heights for their characters based off their race or species, girth, genetics, etc. If so, a player should work with their game keeper to determine an appropriate height and weight that fits their PC's descriptions and the campaign.

CHARACTER HEIGHTS & WEIGHTS

Size	Height	Slim*	Average*	Stout*
Small	1 space	18 wt	20 wt	25 wt
Medium	2 spaces	75 wt	80 wt	105 wt
Large	3 spaces	170 wt	190 wt	240 wt

* Not including weapons, armor, items, etc.



For rules purposes, lengths are measured in spaces (see page 48 for details on spaces). Weights are measured in **Weight (WT)** in which 1 weight equals 1 kilogram.

Small characters automatically receive +1 defense and +1 reflex due to their small stature and ability to squeeze out of tight places. Large characters automatically suffer a -1 defense and -1 reflex due to their large bodies and lumbering nature. Medium characters receive no such bonuses or penalties.

Alignment

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

A character's goodness or evilness is represented by a number of **Alignment Points (AP)**. There are two types of alignment points: **Good Alignment Points (GP)** and **Evil Alignment Points (EP)**. New characters begin the game with 0 to 25 alignment points (either good or evil, player's choice).

The game keeper should refer to the **GAMEKEEPER'S RULEBOOK** for details on how alignment points are used.

Virtues & Vices

Virtues and **Vices** are a measure of a character's conformity and conduct to moral and ethical principals that are commonly seen by society as either admirable & altruistic or corrupt & wicked. In total, there are 12 virtues and 12 vices that characters can choose to engage. Each virtue has a diametrically opposed vice (see the table on page 29).

For new characters, every GP they begin with must be placed in one or more virtues of the controlling player's choice. Similarly, every EP a character begins with must be placed in one or more vices of the player's choice. No virtue can have EP assigned to it, no vice can have GP assigned to it and no single virtue or vice can have more than five AP, in total.

FOR EXAMPLE, a new character begins with 10 good alignment points. The controlling player places them in the following virtues: "forgiving 3", "brave 2" and "prudent 5".

Diametrically opposed virtues and vices can never both have AP at the same time. If one virtue or vice has an AP assigned to it, and its opposite receives an AP, the two AP cancel each other out, resulting in the loss of both.

Every character has an overall alignment value equal to the difference between their GP and their EP. If a character has a difference of 8 or less, they are considered to have a "neutral" alignment. If they have a difference of 9 or more in GP or EP, they have a "good" or "evil" alignment, respectively. Characters can never have 25 or more GP than they have EP, or visa versa.

MORAL DILEMMAS: As adventurers meet new NPCs and explore new lands, they will inevitably be faced with moral dilemmas, forcing a character to choose between a virtue or vice.

The GK will declare when a character's virtue or vice is important to a scenario that involves the character. Scenarios with moral dilemmas may test one or more of a character's virtues or vices. The PC must then choose to either "foster" or "resist" the virtue or vice being challenged.

FOR EXAMPLE, a character catches a young boy attempting to steal money from his pouch. The boy pleads for mercy, but the PC notices no other characters are nearby, easily allowing the boy to be punished. The GK declares that the adventurer's "vengeful" vice is being tested. The player decides their character resists the vice.

Characters of good intent and pure motive will typically wish to resist vices and foster virtues. Inversely, characters of ill will and hostility will usually wish to foster vices and resist virtues. Characters of a neutral alignment may resist or foster both virtues and vices.

When a character chooses to either foster or resist a virtue or vice, they must perform a will save.

FOR EXAMPLE, a character wishes to resist the "cruel" vice. The character performs a will save and succeeds. The character successfully resists the vice.

If a diametrically opposed virtue *and* vice are tested simultaneously, the player must test only the virtue or vice that has the *most* alignment points assigned to it. If equal, the player may choose for either the virtue or vice to be tested.

VIRTUES & VICES

Virtues	Vices
Brave	cowardly
Charitable	selfish
Chaste	lustful
Fair	prejudice
forgiving	vengeful
Honest	deceptive
Humble	arrogant
Merciful	cruel
Prudent	reckless
Temperate	indulgent
Tolerant	fervent
Trusting	suspicious

FOSTERING: If a character attempts to foster a virtue or vice that has one or more GP or EP, they gain a number of +1 modifiers to their will save equal to the number of AP allocated to that virtue/vice.

FOR EXAMPLE, a character wishes to foster the "deceptive" vice, which has 2 EP placed in it. The character performs a will save and adds a +2 to the test.

However, if the vice or virtue that is diametrically opposed to the one being fostered has one or more GP or EP, the player suffers a number of -1 modifiers to the will save, equal to the number of AP allocated to the opposed virtue/vice, instead.

FOR EXAMPLE, a character wishes to foster the "humble" virtue, but has 1 EP in the "arrogant" vice. The character performs a will save with a -1 to the test.

RESISTING: If a character attempts to resist a virtue or vice that has one or more GP or EP, they suffer a number of -1 modifiers to the will save, equal to the number of AP allocated to that virtue/vice.

However, if the vice or virtue that is diametrically opposed to the one being resisted has one or more AP, the player gains a number of +1 modifiers to the will save, equal to the number of AP allocated to the opposed virtue/vice, instead.

MORAL CONSEQUENCES: Anytime a virtue/vice is successfully fostered, that virtue or vice receives +1 GP (if a virtue) or +1 EP (if a vice). However, if the fostering attempt fails, or a virtue/vice is successfully resisted, the opposing virtue or vice receives the AP, instead. If a character fails at resisting a virtue or vice, that virtue/vice gains +1 AP.

The PC's immediate behavior and actions must coincide with the virtue/vice that received the AP.

EXAMPLE CHARACTER CREATION

1. The player chooses the “scout” and “arcanist” archetypes to be dual-arched. The player divides in two each archetype’s benefits and flaws; then adds the two archetypes together.
2. The player notes the trait numbers, benefits and flaws from the chosen dual-arch:
 - A. STRENGTH: 2
 - B. PERCEPTION: 3
 - C. INTELLIGENCE: 5
 - D. DEXTERITY: 2
 - E. CHARISMA: 2
 - F. VITALITY: 1
 - G. MAGIC: 3
 - H. The character begins with 5 perks, +2 skill points for intelligence-based skill tests, -1 stamina point, gains an additional 1d6-1 HP for each level promotion and may move up to 7 spaces during tactical time.
3. The “elf” race is chosen for the character. The player notes the benefits of this race: the character begins with +1 perception and +1 magic.
4. The player writes down the 5 perks available to the elf race: spell resistant, low-light vision, enhanced hearing, evil resistant and speaker of animals.
5. The player chooses the “wood elf” subrace, and selects the “tranquility” subracial motive. The player makes note of the benefits from their selection:
 - A. The character begins with +1 perception and +1 vitality.
 - B. The character begins with +1 language point for a language of the player’s choice (the player chooses “elf”).
 - C. The character begins with +1 fortitude, +2 reflex and +1 will.
6. The player rolls 2d6 to determine how many extra character points can be assigned to one or more of the character’s primary traits (with no trait—other than magic—having less than 1 point and no trait—including magic—having more than 10 points). The player rolls a 7 and divides the points as follows: +2 perception, +3 dexterity and +2 vitality.
7. The player notes that due to the character’s strength and charisma traits having a value of 2, the character suffers -10% XP every time they would gain XP.
8. The player determines the numbers for four of the secondary traits: 4 health points, 3 stamina points (1 point is lost due to the archetype’s flaw) and 6 language points (5 points from their intelligence and +1 from the subracial motive). The player divides the language points as follows: 2 LP in the elf language, 1 LP in the dwarf language and 3 LP in the common language.
9. The player writes down their character’s three save numbers: fortitude 5 (the same as vitality with a +1 from the subracial motive), reflex 7 (the same as dexterity with +2 from the subracial motive) and will 3 (the same as charisma with +1 from the subracial motive).
10. Because the character has magic 4, the player chooses four mana types: four green mana.
11. The character begins with 10+roll silver coins (sc) with which to buy equipment. The player rolls a 0, giving their character 10 silver coins ($10 + 0 = 10$).
12. The player decides to “buy” the following list of equipment: common belt (1 cc), cloak (5 cc), long coat (70 cc), traveler’s outfit (10 cc), boots (2 sc), utility gloves (6 cc), short bow (2 sc), arrows x 20 (50 cc), brigandine garment (3 sc), apples x 2 (8 cc), bush berries (3 cc), backpack (20 cc), sack (1 cc), pemmican (50 cc), bandages x 10 (50 cc), fishing pole & tackle (10 cc), hemp rope (10 cc) and a mess kit (2 cc). The character has 4 copper coins remaining.
13. A brigandine garment has a toughness of 2. The player adds this number to their character’s dexterity 5 to get a defense of 7 ($2 + 5 = 7$).
14. A short bow has a damage of 0. The player adds this number to their character’s perception 7 to get a ranged attack of 7 ($0 + 7 = 7$).
15. Current experience points are marked as “0” and 500 is written as the total XP necessary to become a 1st level character.
16. The player decides the character will begin with 12 good alignment points and assigns them to the following virtues: brave 3, fair, 4, prudent 4 and temperate 1. The player makes note of this on the sheet of paper.
17. The player decides the character’s is a hunter & druid named “Arinor”, who lives off the land in a nearby forest.

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 with proper tools, weapons, armor and other items & instruments, before facing the dangers that lie before them.

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

Money

New characters begin with 10+Roll 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 **Core 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 science fiction games. 100 SC is worth 1 **Gold Coin (GC)** for fantasy or **Galactic Credit (GC)** for science fiction games.

Before the game begins for the very first time, players must determine the amount of currency (in SC, see below) their character begins their adventure with. Every PC begins with 10+Roll silver coins or star credits.

FOR EXAMPLE, a beginning player makes a standard roll of +2, then adds the result to the number 10 for a total of 12 SC for their character to begin the game with.

Characters may use this money to purchase weaponry, armor, clothing, food and expedition equipment before the game begins.

All three types of currency are considered universally accepted almost anywhere there is commerce.

MONEY DENOMINATIONS

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

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

Most of the following items listed are considered common enough that they can be found for sale by the majority of merchants selling such wares. Particular items may not be appropriate for the adventure or campaign setting the game keeper 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 these lists, the GK 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. Refer to the **MASTER RULEBOOK** for common prices of trade goods.

Tools and equipment offer 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
- Possess a special ability or effect
- Be worth a value in coins or credits

Certain items allow for characters to perform specific actions (see skill tests on page 9) that the PC would otherwise not be able to attempt.

FOR EXAMPLE, a writing utensil and paper allow characters to take notes or draw a map—something they would be unable to do without such items.

When a character performs a skill test for an action they could normally do *without* an item, they may choose to use one or more related items to offer an **Advantage** to their test. An advantage allows the player whose character is using the item to make two standard rolls for their skill test—instead of one—keeping the more favorable roll. A player may make additional rolls this way, for each additional item their character uses, up to a maximum of three additional rolls.

FOR EXAMPLE, a character attempts to start a fire in the wilderness. Normally, the controlling player would make a craft skill test. However, if the character used flint & steel while fire building, the flint would provide an advantage to the skill test. The player may make the skill test as normal except rolling twice and keeping the better of the two rolls for the result.

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 its 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 34 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 keeper 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.

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

Weaponry

The weapons tables, beginning on page 35, show a basic list of starting weapons for sale. Weapon information in the tables below is as follows:

WEAPON NAME: Describes the basic type of weapon it is considered to be. Note that 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.

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's Cloth	50 cc	1 wt
Noble Clothes	8 sc	5 wt
Peasant Clothes	1 cc	1 wt
Royal Clothing	2 gc	7 wt
Scholar Uniform	50 cc	3 wt
Scientist's Uniform**	10 cc	3 wt
Traveler's Outfit	10 cc	2 wt
ARTICLES		
Belt, Common	1 cc	½ wt
Cloak / Cape	5 cc	1 wt
Coat, Leather	1 sc	3 wt
Coat, Long	70 cc	1 wt
Dress	90 cc	2 wt
Footwear, Boots (pair)	2 sc	½ wt
Footwear, Shoes (pair)	20 cc	2 wt
Gloves, Mittens	10 cc	½ wt
Gloves, Utility	6 cc	½ wt
Hat	10 cc	1 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

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

FANTASY WEAPONRY

Weapon	Cost	Damage	Weight	Handedness	Ability
MELEE WEAPONRY					
Axe, Battle	5 sc	3	3 wt	2H	Bleed 1 Counter Deflect
Axe, Hand	75 cc	1	1 wt	1H	-
Cestus, Spiked*	3 sc	2	½ wt	1H	+1 Damage
Club, Baton	2 sc	1	2 wt	1H	Stun 2
Club, Kanabo	6 sc	4	5 wt	2H	Sweep Knockback 2
Dagger	1 sc	1	½ wt	1H	-
Flail	75 cc	1	1 wt	1H	-
Hammer, Maul	4 sc	3	5 wt	2H	Knockout
Hammer, War	2 sc	2	2 wt	1H	Knockback 1
Polearm, Glaive	4 sc	2	3 wt	2H	Reach 1 Sweep
Polearm, Lance	5 sc	2	4 wt	1H	Reach 1 Charge
Polearm, Pike	4 sc	2	9 wt	2H	Reach 2 Set vs Charge
Quarterstaff	25 cc	1	2 wt	2H	-
Rod, Mace	50 cc	1	2 wt	1H	-
Rod, Morningstar	2 sc	2	2 wt	1H	Delay
Sword, Bastard	8 sc	4	3 wt	2H	Double Damage Pierce 1
Sword, Cutlass	3 sc	2	1 wt	1H	Deflect
Sword, Long	5 sc	3	2 wt	1H	Sunder 1
Sword, Rapier	3 sc	2	1 wt	1H	Extra Attack
Sword, Short	175 cc	2	1 wt	1H	-
Trident	3 sc	2	1 wt	2H	Hook
Whip	2 sc	1	1 wt	1H	Disarm

* = Stamina Points, ↗ = Activate, ★ = Triumph Points, * = Unarmed Combat Only

DAMAGE: A weapon's damage number is added to a character's strength or perception (depending on if the weapon is melee or ranged) to determine a character's attack number (see page 13 for details).

RANGE: The maximum number of spaces a ranged weapon can attack a distant target. This number will increase or decrease depending on the number of positive or negative modifiers from the attack roll.

FOR EXAMPLE, a weapon with range 3 would be brought to range 5 with a +2 attack roll ($3 + 2 = 5$).

WEIGHT: The measure of how heavy the weapon is, in weight points. This is an optional trait that can be used according to the rules found 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. If the character does not have enough free hands to use the weapon, the weapon cannot be used.

FANTASY WEAPONRY (CONTINUED)

Weapon	Cost	Damage	Range	Weight	Handedness	Ability
RANGED WEAPONRY						
Atlatl ¹	50 cc	1	3	1 wt	1H	-
Blowgun ¹	1 sc	-	4	½ wt	1H	⚡: +1 Range
Blunderbuss***†	4 sc	3	5	2 wt	1H	★★: Knockout ★: Knockback 1
Bow, Long*	3 sc	1	10	1 wt	2H	★★: +1 Range Slow Shot
Bow, Recurved*	4 sc	2	8	1 wt	2H	★↷: Sunder 1 Counter Deflect
Bow, Short*	2 sc	-	7	1 wt	2H	-
Crossbow, Hand**	3 sc	-	5	2 wt	1H	★★: Pierce 1
Crossbow, Heavy**	4 sc	2	6	9 wt	2H	★↷: +1 Damage ★★★★↷: Double Damage
Crossbow, Light**	2 sc	1	5	3 wt	2H	⚡⚡: Pierce 1
Musket***†	4 sc	3	8	4 wt	2H	⚡★: Knockback 1
Pistol, Flintlock***†	3 sc	1	6	1 wt	1H	↷: Knockback 1
Sling ¹	25 cc	-	3	½ wt	1H	-
THROWN WEAPONRY						
Axe, Throwing	50 cc	1	4	2 wt	1H	-
Bola	1 sc	-	3	2 wt	1H	Slow Shot ⚡★: Entangle 1
Dagger, Throwing	1 sc	1	3	1 wt	1H	⚡↷: Disarm
Grenade, Saltpeter ^{2†}	2 sc	2	4	2 wt	1H	Explosive Munition ★↷: Inflict Burn 2
Harpoon	3 sc	1	5	2 wt	1H	★★↷: Skewer
Javelin	125 cc	1	6	1 wt	1H	-
Net	50 cc	-	3	1 wt	2H	⚡↷: Entangle Area 3
Spear	1 sc	1	4	1 wt	1H	-
Star, Throwing	2 sc	-	3	½ wt	1H	⚡★: Inflict Bleed 1
AMMUNITION						
Arrows (10)	50 cc	-	-	1 wt	-	-
Darts (10)	50 cc	-	-	½ wt	-	-
Pellets, Lead (10)	10 cc	-	-	2 wt	-	-
Quarrels (10)	1 sc	-	-	½ wt	-	-
Saltpeter (10)	2 sc	-	-	1 wt	-	-

* = Requires Arrows, ** = Requires Quarrels, *** = Requires Pellets, ¹ = Requires Darts, ² = Requires Saltpeter,
⚡ = Stamina Points, ↗ = Activate, ★ = Triumph Points, ² = One-time Use Only

SCIENCE FICTION WEAPONRY

Weapon	Cost	Damage	Weight	Handedness	Ability
MELEE WEAPONRY					
Axe, Plasma**	3 sc	4	3 wt	2H	★★★: Inflict Bleed 3
Chainsaw, Dual Blade**	3 sc	5	10 wt	2H	-
Combat Knife, Ballistic	1 sc	3	½ wt	1H	-
Crescent Blade, Dual-Edge	3 sc	4	2 wt	2H	Sweep
Energy Staff	3 sc	3	3 wt	1H	*: Use as Plasma Rifle for 1 minute.
Gauntlet, Claw Blade*	1 sc	3	1 wt	1H	-
Gauntlet, Shock*	3 sc	4	2 wt	1H	★★☛: Inflict Stun 1
Hammer, Graviton	3 sc	4	5 wt	2H	★★☛: Inflict Paralysis 1
Lightfoil**	5 sc	6	½ wt	1H	★★☛: Sunder 1 ☛: Deflect
Lightfoil, Twin Blade**	6 sc	6	1 wt	2H	★★☛: Counter Deflect ★★☛: Extra Attack
Meteor, Spiked	2 sc	4	2 wt	2H	-
Nunchakus, Power**	2 sc	3	½ wt	1H	★★☛: Inflict Stun 2
Surujin Chain	3 sc	3	½ wt	1H	★★★★☛: Strangle ★★★★☛: Entangle
Sword, Energy**	5 sc	5	½ wt	1H	★★☛: Double Damage
Sword, Hook	3 sc	4	1 wt	1H	★★☛: Hook
Vibro-Katana	4 sc	4	1 wt	2H	★★☛: Deflect ★★☛: Pierce 1
Vibro-Staff	3 sc	4	2 wt	2H	Reach 1
REMOTE WEAPONRY					
Mine, Proximity ^{1†}	3 sc	4	1 wt	-	★★☛: Inflict Surprise 1
Mine, Remote Trigger ^{1†}	3 sc	4	1 wt	-	★★☛: Knockout
Mine, Stun ¹	2 sc	3	1 wt	-	★★☛: Inflict Stun 2
Mine, Time Fuse ^{1†}	3 sc	4	1 wt	-	★★☛: Inflict Burn 1
AMMUNITION					
Energy (10)	2 sc	-	2 wt	-	-

☛ = Stamina Points, ☞ = Activate, ★ = Triumph Points, * = Mana/Psi, * = Unarmed Combat Only, ** = Requires Energy,
¹ = One-time Use Only, † = Has the "Explosive Munition" Ability

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 59 for ability details.

Improvised Weapons

Common objects used during combat as **Improvised Weapons** deal 1 or 2 kinetic damage (if only one

hand or two hands are needed to use it, respectively).

Armor

The armor table is a basic list of armor for sale commonly found at most merchants who sells such things.

SCIENCE FICTION WEAPONRY (CONTINUED)

Weapon	Cost	Damage	Range	Weight	Handedness	Ability
RANGED WEAPONRY						
Cannon, Plasma**	7 sc	5	18	25 wt	2H	★★★ ↗: Explosive Munition ↗: Inflict Bleed 1 Slow Shot
Cannon, Rail***	6 sc	4	18	30 wt	2H	★★↗: Sunder 1
Chaingun*	3 sc	4	6	22 wt	2H	⚡★★: Burst Fire
Machine Gun, Heavy*	5 sc	4	12	15 wt	2H	★↗: Pierce 1
Pistol, Laser**	75 cc	2	4	½ wt	1H	—
Pistol, Magnum*	3 sc	4	4	1 wt	1H	★★↗: Pierce 2
Pistol, Semi-Auto*	50 cc	2	3	1 wt	1H	—
Rifle, Assault*	2 sc	3	6	5 wt	2H	⚡↗: Burst Fire
Rifle, Laser**	3 sc	3	6	1 wt	2H	★: Pierce 1
Rifle, Needle***	3 sc	2	4	1 wt	1H	↗: Inflict Confuse 1 and Slow 1
Rifle, Plasma**	4 sc	4	5	5 wt	2H	★★: +1 Range
Rifle, Sniper*	8 sc	4	24	8 wt	2H	⚡★★: Double Damage
Rocket Launcher***	6 sc	5	14	4 wt	2H	★★★ ↗: Explosive Munition ★★↗: Inflict Burn 1 Slow Shot
Shotgun, Sonic**	2 sc	2	4	3 wt	2H	⚡★★: Knockout
Shotgun*	150 cc	3	5	4 wt	2H	↗: Knockback 1
Submachine Gun*	3 sc	2	4	2 wt	1H	⚡: Burst Fire
Thrower, Flame**	150 cc	3	4	25 wt	2H	⚡⚡↗: Inflict Burn 2
Thrower, Lightning**	1 sc	2	4	12 wt	2H	★★★: Inflict Paralysis 1
THROWN WEAPONRY						
Grenade, Shock†	1 sc	2	3	½ wt	1H	★★↗: Inflict Slow 1
Grenade, Snare ¹	75 cc	1	3	½ wt	1H	★★↗: Entangle
Grenade, Thermite ^{1†}	2 sc	4	2	½ wt	1H	★★↗: +1 Damage
Shuriken Disc	1 sc	2	4	1 wt	1H	⚡↗: Sunder 2
REMOTE WEAPONRY						
Turret, Autofire*	4 sc	2	4	10 wt	—	↗: Burst Fire
AMMUNITION						
Bullets (10)	3 cc	—	—	½ wt	—	—
Energy (10)	1 sc	—	—	2 wt	—	—
Missiles (10)	30 sc	—	—	2 wt	—	—

* = Requires Bullets, ** = Requires Energy, *** = Requires Missiles, ⚡ = Stamina Points, ↗ = Activate, ★ = Triumph Points,
¹ = One-time use only, † = Has the "Explosive Munition" Ability

FANTASY ARMOR

Armor	Cost	Toughness	Weight	Ability
LIGHT SUITED ARMOR				
Garment, Cloth	5 sc	1	2 wt	⚡️: +1* (this ability may only be used once per day). *: +1♥ (this ability may only be used once per day).
MEDIUM SUITED ARMOR				
Mail, Chain	7 sc	2	18 wt	+1 Defense versus Slash damage.
Scale, Leather	8 sc	2	12 wt	⚡️: +1 Initiative for 1 minute.
Mail, Plated	10 sc	3	18 wt	⚡️: Deflect
Scale, Bronze	10 sc	4	18 wt	-
Scale, Iron	15 sc	4	14 wt	+1 Defense versus Pierce damage. ⚡️: You gain +1 Fortitude, Will or Reflex until end of turn.
HEAVY SUITED ARMOR				
Banded, Leather	80 sc	3	12 wt	Standard Roll ↗: For every ★ rolled, +1 Defense until end of turn.
Banded, Iron	100 sc	4	15 wt	You are immune versus Sunder and Pierce.
Plate, Iron	120 sc	4	22 wt	⚡️: +2 Defense until end of turn. You are immune versus Skewer.
Plate, Steel	100 sc	5	22 wt	-
SHIELDS*				
Shield, Buckler	5 sc	-	2 wt	↗: +1 Defense until end of turn.
Shield, Heraldic	10 sc	+1	6 wt	-
Shield, Tower	100 sc	+2	18 wt	-
ARMOR ACCESSORIES				
Armor Spikes**	5 sc	-	5 wt	⚡️: +2 Defense versus Unarmed attacks
Shield Spikes	1 sc	-	2 wt	⚡️: Extra Attack as a Dagger until end of turn.

⚡ = Stamina Points, ↗ = Activate, ★ = Triumph Points, ♥ = Health Points,

* = Requires one free hand to use, ** = Unarmed combat only

Armor information in the armor table is as follows:

ARMOR NAME: Describes the basic type of armor it is considered to be.

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 and helps determine how many points of damage from an enemy's attack are negated by the armor.

WEIGHT: The measure of how heavy the armor is,

in weight points. This is an optional trait that can be used according to the rules found 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 59 for ability details.

SCIENCE FICTION ARMOR

Armor	Cost	Toughness	Weight	Ability
LIGHT SUITED ARMOR				
Uniform, Cloth	5 sc	3	4 wt	⚡️: +1O (this ability may only be used once per day) ⚡️: +1● (this ability may only be used once per day)
Uniform, Battle Dress	4 sc	4	4 wt	–
Flak Jacket	6 sc	5	5 wt	⚡️: You are immune versus Abrasion until end of turn.
MEDIUM SUITED ARMOR				
Exoskeletal Frame	7 sc	3	18 wt	⚡️: +2 Strength until end of turn.
Vestment, Aramid	10 sc	5	10 wt	⚡️: +2 Defense versus Ranged Attacks until end of turn.
Nanosuit, Mesh	12 sc	5	18 wt	⚡️: You gain Natural Concealment until end of turn. ⚡️: You gain Nimble Faller until end of turn.
Vestment, Ballistic	12 sc	6	12 wt	⚡️: Deflect
Nanosuit, Adaptive	10 sc	6	14 wt	–
HEAVY SUITED ARMOR				
Power Armor, Tactical	86 sc	5	16 wt	You are strong versus Energy damage.
Tank Suit, Basic	100 sc	5	24 wt	You are strong versus Kinetic damage. You gain Thermal Vision.
Power Armor, Siege	114 sc	7	20 wt	You are immune versus Energy damage.
Tank Suit, Advanced	100 sc	7	26 wt	–
SHIELDS*				
Shield, Mobile	5 sc	–	2 wt	⚡️: +1 Defense until end of turn.
Shield, Assault	10 sc	+1	6 wt	–
Mantlet, War	100 sc	+2	18 wt	–
ARMOR ACCESSORIES				
Force Field, Mobile**	5 sc	–	5 wt	⚡️: +2 Defense versus Kinetic damage until end of attack.
Weapon Mount	10 sc	–	2 wt	⚡️: Extra Attack with mounted one-handed weapon.

⚡️ = Stamina Points, ⚡️ = Activate, ★ = Triumph Points, ❤️ = Health Points,

* = Requires one free hand to use, ** = Unarmed combat only

Improvised Armor

Common objects used during combat as **Improvised Armor** have 1 toughness or 2 toughness (if only one hand or two hands are needed to use it, respectively). Objects may only be used in this manner as shields. To construct suits of armor requires a successful craft skill test.

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 39 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.

ARMOR DON & DOFF 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

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
Bread	5 cc	½ wt	Grain
Butter	30 cc	½ wt	Other
Carrot	1 cc	3 wt	Vegetable
Celery	2 cc	1 wt	Vegetable
Cereal	7 cc	3 wt	Grain
Cheese	80 cc	½ wt	Other
Chicken / Duck	15 cc	1 wt	Meat
Flour	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
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
Ration, Field	1 sc	½ 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

**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).

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

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

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

The food and drink tables on pages 41 and 42 show a basic list of common foods and provisions for sale. Food and drink information in the provisions tables are as follows:

FOOD/DRINK NAME: Describes the basic type of food or drink it is considered to be. Each food item is sold as units equaling 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 food or drink is, in weight points.

This is an optional trait that can be used according to the rules found 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 can be either "vegetable", "fruit", "meat", "grain" or "other". This is an optional trait that can be used according to the rules found in the **EXPERT RULEBOOK**. If only the basic rulebook is being used, this trait can be ignored.

ABILITY: Special abilities or characteristics of the food or drink, if any.

Alcoholic Drinks

At the GK's discretion, alcoholic beverages have the chance of intoxicating their drinker. Whenever a character drinks one-half ($\frac{1}{2}$) weight of liquid with alcohol in it, they must make a fortitude save versus the drink's alcohol number—where the alcohol number equals the percent of alcohol in the drink. If the character fails, they suffer 1 intoxication counter (see page 59 for details on intoxication). Consuming multiple drinks within a short period of time increases the alcohol number needed to pass the fortitude save. To determine this number, add all the alcohol numbers from every drink a character has consumed within a 1 hour interval. This new number is the TN for the fortitude save.

FOR EXAMPLE, an adventurer drinking sake and beer would need to succeed at a fortitude save of 18 ($16 + 2 = 18$) or become intoxicated.

DRINKS & BEVERAGES

Drink ($\frac{1}{2}$ wt)	Cost	Ability
Ale, Klangon**	2 sc	Alcohol 80
Ale*	50 cc	Alcohol 5
Ambrosia**	80 cc	Alcohol 35
Beer	20 cc	Alcohol 2
Coffee	20 cc	—
Juice	10 cc	—
Mead, Honey*	40 cc	Alcohol 12
Milk	40 cc	—
Sake	45 cc	Alcohol 16
Soda**	5 cc	—
Synthahol**	50 cc	—
Tea	10 cc	—
Tequila	2 sc	Alcohol 40
Vodka**	2 sc	Alcohol 40
Whiskey	2 sc	Alcohol 42
Wine	1 sc	Alcohol 12

* = Fantasy only, ** = Science Fiction only

For rules purposes, 1 shot of alcohol is considered 1/10 (or 10%) of the listed price, weight and alcohol number (minimum alcohol 1).

Expedition Equipment

Characters should purchase any equipment or supplies they feel they may need before embarking on their journey.

The equipment tables starting on page 43 show a basic list of starting equipment for sale. Information in the equipment tables 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. This is an optional trait that can be used according to the rules found in the **INTERMEDIATE RULEBOOK**. If only the basic rulebook is being used, this trait can be ignored.

ABILITIES: The effects, abilities or characteristics a piece of equipment may have or achieve when used.

Containers

"Containers" are any form of box, back pack, jug or satchel that can be used to hold other items.

EXPEDITION EQUIPMENT

Equipment	Cost	Weight	Ability
Abacus*	20 cc	1 wt	–
Acid	1 sc	½ wt	Inflicts 2d6 acid damage. Ignores armor if it touches skin.
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	DFS 10, HP 5, break TN 10, max 450 wt.
Caltrops (10)	5 cc	½ wt	Covers area 2, inflicts 1d6 pierce damage (ignoring armor).
Candle (Beeswax)	1 cc	½ wt	Illuminates area 3, lasts 3 rounds.
Chain (3 spaces)	50 cc	10 wt	DFS 15, HP 10, break TN 12, max 750 wt.
Chalk	1 cc	½ wt	–
Compass**	2 sc	½ wt	–
Computer, Portable**	5 sc	2 wt	–
Crowbar	20 cc	1 wt	–
Datapad**	20 cc	½ wt	–
Ear, Parabolic**	2 sc	1 wt	–
Firewood (8 hours)	1 sc	10 wt	–
Fishing Net (Area 2)	40 cc	2 wt	Entangle
Fishing Pole & Tackle	10 cc	2 wt	–
Flint & Steel*	10 cc	½ wt	–
Fusion Cutter**	50 cc	5 wt	+3 to force open skill tests.
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	Inflicts 1d6+2 crush damage (ignoring armor).
Ink	1 sc	½ wt	–
Instrument, Percussion	60 cc	2 wt	–
Instrument, String	4 sc	2 wt	–
Instrument, Wind	1 sc	1 wt	–
Kit, Hacking**	5 sc	2 wt	–

* = Fantasy only, ** = Science Fiction only

EXPEDITION EQUIPMENT (CONTINUED)

Equipment	Cost	Weight	Ability
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 8x1, holds 6 weight of oil.
Light, Power (beam)**	1 sc	1 wt	Illuminates area 8x1, holds 6 weight of batteries.
Light, Power (halo)**	1 sc	1 wt	Illuminates area 5, holds 6 weight of batteries.
Magnifying Glass*	5 sc	½ wt	–
Manacles	1 sc	3 wt	Lockpick TN 7, force open TN 9.
Microscope**	2 sc	2 wt	–
Mirror (steel)	50 cc	½ wt	–
Oil*	10 cc	1 wt	Burns in lamps and lanterns for 1 round. If spilled on the ground, oil covers area 2 and if ignited burns for 1 minute.
Padlock	1 sc	½ wt	Lockpick TN 5, force open TN 7.
Paper / Parchment (l)	3 cc	½ wt	–
Pen (ink) / Pencil	1 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	–
Radio, Portable**	20 cc	½ wt	–
Ram, Battering	2 sc	5 wt	–
Rope, Hemp (15 spaces)	10 cc	5 wt	DFS 5, HP 2, break TN 7.
Rope, Synth (15 spaces)**	1 sc	2 wt	DFS 5, HP 2, break TN 7.
Scale, Merchant's	20 cc	1 wt	–
Sensor, Portable**	2 sc	1 wt	–
Signal Whistle	1 cc	½ wt	Signal noise is up to twice as loud as speaking volume.
Space Suit**	5 sc	10 wt	Ignore the effects of a vacuum. Contains 6 hours of air.
Spade / Shovel	20 cc	3 wt	–
Spikes, Iron (10)	10 cc	1 wt per	–
Spyglass / Telescope	1 sc	1 wt	Viewer can see up to x20 farther.
Tent (Area 2)	1 sc	10 wt	2 minutes setup time.
Tent (Area 3)	2 sc	15 wt	4 minutes setup time.
Thermal Imager**	5 sc	2 wt	Grants the thermal vision perk.
Whetstone	1 cc	1 wt	–

* = Fantasy only, ** = Science Fiction only

CONTAINERS

Container (Empty)	Cost	Weight	Capacity
Backpack	20 cc	1 wt	15 wt
Bandoleer**	20 cc	1 wt	5 wt
Barrel*	20 cc	15 wt	145 wt
Basket	4 cc	½ wt	10 wt
Bottle (Glass)	20 cc	1 wt	1 wt
Bucket	5 cc	1 wt	10 wt
Chest* / Crate**	20 cc	10 wt	185 wt
Flask	1 cc	½ wt	1 wt
Jug (Clay)	1 cc	½ wt	3 wt
Mug / Tankard (Clay)	1 cc	½ wt	1 wt
Pitcher	1 cc	½ wt	3 wt
Pot (Iron)	5 cc	5 wt	3 wt
Pouch, medium	20 cc	1 wt	6 wt
Pouch, small	10 cc	½ wt	3 wt
Sack	1 cc	½ wt	15 wt
Vest, Tactical**	1 sc	2 wt	10 wt
Vial	10 cc	½ wt	½ wt
Water Skin*	10 cc	½ wt	½ wt

* = Fantasy only, ** = Science Fiction only

The containers table on page 45 shows a basic list of common containers for sale. Information in the containers table is as follows:

CONTAINER NAME: Describes the basic type of container it is considered to be.

COST: The amount of coins or credits that must be spent to purchase the container.

WEIGHT: The measure of how heavy the container is, in weight points. This is an optional trait that can be used according to the rules found in the **INTERMEDIATE RULEBOOK**. If only the basic rulebook is being used, this trait can be ignored.

CAPACITY: The amount of equipment, in weight points, that the container can hold.

Magic Symbols

“*Magic Symbols*” are religious, spiritual, magical or special items used in religious services and/or casting magical spells or psionics. Some spells and psionics require the caster to possess and focus on certain magic symbols in order for it to be cast. See page 65 for details on magic.

The magic symbols table on page 45 shows a basic list of common magic components for sale. Information in the magic symbols table is as follows:

MAGIC SYMBOLS

Symbol	Cost	Weight
Beads, Prayer	10 cc	½ wt
Belladonna	4 cc	½ wt
Crystal, Focusing	1 sc	5 wt
Garlic	1 cc	½ wt
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	10 cc	½ wt
Mistletoe	10 cc	½ wt
Orb*	2 sc	2 wt
Rod	1 sc	1 wt
Staff	50 cc	2 wt
Totem*	10 cc	½ wt
Wand*	1 sc	½ wt
Wolfsbane	8 cc	½ wt

* = Fantasy only

SYMBOL NAME: Describes the basic type of magic symbol it is considered to be.

COST: The amount of coins or credits that must be spent to purchase the magic symbol.

WEIGHT: The measure of how heavy the symbol is, in weight points. This is an optional trait that can be used according to the rules found in the **INTERMEDIATE RULEBOOK**. If only the basic rulebook is being used, this trait can be ignored.

Services

If adventurers decide to hire the help of other characters in completing an expedition, PCs may do so by paying for the services of 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

FANTASY MERCENARIES

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

SCIENCE FICTION MERCENARIES

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

PCs. 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.

Each hired NPC must have one player character designated as their “leader”. In times of duress NPCs may need to make a morale test (see the **GAME KEEPER’S RULEBOOK** for details on morale).

The retainer’s leader may make a leadership test in response to the morale test to bolster courage and confidence. If the retainer’s leader fails their leadership test, the hired NPC may attempt to run away, sabotage the expedition or even threaten or attack the player characters.

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 and mercenaries.

When a player character attempts to hire a retainer, the PC should attempt a bargain skill test. The GK should consult the **GAME KEEPER’S RULEBOOK** for details on creating NPCs, starting prices and NPC morale.

Hirelings

Hirelings are NPCs who usually work 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 not be trustworthy. However, hirelings are relatively thrifty to hire for one or two adventures.

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

- | | |
|------------|------------|
| • Commoner | • Leader |
| • Arcanist | • Marksman |
| • Fighter | • Scout |
| • Healer | • Warrior |

Player characters should begin talking to an NPC that they wish to employ as a hireling and negotiate a price. If an 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 they will need 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, just like player characters.

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 mercenary type.

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 specialist must be hired to lead the group.

Specialists

Specialists are professionals who are experts in a particular field of study. When characters need specialized help or insight, they should hire a specialist.

Specialists will not expose themselves to danger and do not usually accompany characters on adventures. Like mercenaries, however, specialists supply their own equipment; but require food and general provisions from the PCs.

The expertise of specialists are numerous, ranging from animal trainers to ship captains. The cost for specialists depends on their level of expertise and field of study. For details on specialists the game keeper should refer to the **GAME KEEPER’S RULEBOOK**.

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 action rules.

General Game Rules

After the players have created their characters each player is ready to begin playing the *Open Adventure* game. The game keeper's descriptions at the beginning of the game might include a few details about the world or galaxy—or this knowledge may be reserved for the players to discover bit by bit as the adventure unfolds. Regardless of the amount of campaign information revealed, the GK will describe the characters' immediate surroundings—a tavern, a derelict outpost, an orbiting science station, or whatever other situation the GK has chosen as the starting point for the adventurers' careers. After setting the scene, the course and success of the characters hinges on the players' judgment and creativity.

Organizing A Party

The enemies that inhabit dungeons, starships, wildernesses and strange moons are far too numerous and powerful to take-on alone. Instead, it is much safer for PCs 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. At the start of the game it is often presumed the characters have already met one another and formed an adventuring party.

Party Size & Composition

The best size for a party of adventurers is between 4-6 characters, though smaller or larger 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 skills, spells/psionics,

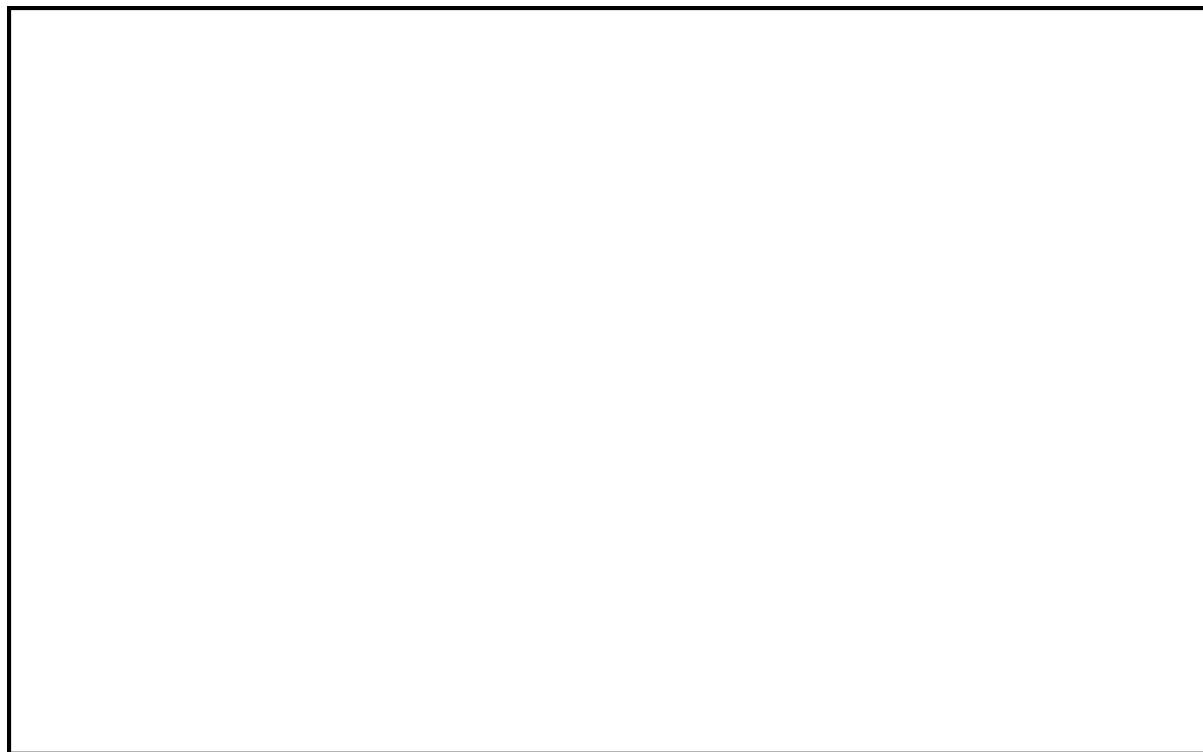
strengths and weaknesses amongst the individual adventurers to gain the benefits that each character provides. Characters who are primarily fighters or warriors offer protection from dangerous enemies. Characters who are sneaky and can remain unseen may reach areas other less-dexterous characters cannot. 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 dangers. Characters who are natural leaders may be able to safely talk the party out of a dangerous situation with enemy NPCs. Characters with excellent eye-hand coordination may be able to shoot or throw weapons from a distance, offering a supportive role during combat.

Most GKs allow a player to control only one character at a time. However, under 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 by taking up arms or providing an expertise missing amongst the party.

Preparing for an Adventure

A party should formulate a plan on what they wish to accomplish before venturing on an expedition. Players should consider the following steps as a guideline:

1. **WHO WE ARE:** Figure out who all the characters are, if they know each other and if anyone in the party cannot be trusted or is particularly trustworthy.
2. **WHAT TO DO:** Find a job or quest needing to be completed that all the characters can participate in accomplishing.
3. **WHY WE'RE ADVENTURING:** Consider why you and the rest of the party are about to partake on the quest. Have you been tasked with rescuing someone? Perhaps a special item needs to be retrieved.



Consider the goals of the adventures offered and what objectives need to be completed to be successful at each adventure before setting out.

4. WHERE TO GO: Every party should have an understanding of where they need to go in order to complete their objectives. Consider any perils that may lay between your character and his or her destination.

5. SUPPLIES NEEDED: Determine what weapons, armor, equipment 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 any necessary items.

7. MARCHING ORDER: Discuss the positions and tactics the party will use to contend with combat or deal with a dangerous or surprise situation, known as 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, whose 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 two-by-two column as they advance forward; though this may have to change depending on the width of corridors and other circumstances.

Characters who are wearing medium 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 arcanists) should remain close to the middle of the party as to be protected against enemies, traps and so on.

Beginning the Adventure

When the party is ready to begin their adventure, the players describe to the GK 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 GK responds by telling the players what the characters see, hear, taste, sense, smell and feel.

There will sometimes be peaceful or violent encounters with non-player characters. The GK will take on the roles of these characters either playing the role of the characters or giving the players a summary of what the NPCs say and do.

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 the **GAME KEEPER'S RULEBOOK** for more information). Spaces can represent both horizontal and vertical lengths. In most situations involving player characters interacting with their environment, 1 space equals 1 meter of in-game distance.

However, spaces can represent larger areas depending on the type of Map used (see below).

Maps

A “map” is the play space the characters explore and adventure 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. The changing of map sizes is known as **Scale**. Scale is the number of in-game meters that 1 space represents.

In *Open Adventure* there are four different types of maps, each with a different scale:

- Local Map
- Stellar Map
- Overland Map
- Astronomical Map

Each map is used to represent a small or large area. Fantasy medieval campaigns only use local and overland maps, but science fiction adventures may use all four maps.

LOCAL MAP: “*Local Maps*” are 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 within the game.

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 or more worth of travel. In an overland map, 1 space equals 1,000 meters (known as a kilometer) within the game.

STELLAR MAP: “*Stellar Maps*” are used in science fiction campaigns when starships use their **Sublight Engines** (see the **INTERMEDIATE RULEBOOK**) to pilot around a local star system at slower-than-light speeds. Space combat takes place within stellar maps. In stellar maps, 1 space equals 1 million meters (known as a megameter) within the game.

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) within the game.

Unless stated otherwise, local maps are the default map used when players are moving around a local area. 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, can provide bonuses or penalties to attacks and affect

movement when traveling over steep terrain. Elevation is measured by drawing **Contour Lines** on local or overland maps.

Contour lines on a local map equal 1 space of height change. Contour lines drawn on overland maps represent 10 spaces in topography change. Page 77 covers rules concerning combat and attacking from high ground.

Distance, Area & Volume

In certain situations spaces are used to determine if something is “*within range*” of another thing—such as a ranged weapon targeting an enemy (see page 13).

AREA: Certain spells, weapons, items etc. may target an **Area** within the game. Areas are measured in spaces squared (the length of the area multiplied by the width of the area) and are denoted as “*Area AxB*” where A is the area’s length and B is its width.

FOR EXAMPLE, an area *5x3* would 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.

VOLUME: Spells, items, armor, etc. that deal with **Volume** are also measured in spaces. 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.

CONE: An area or volume can be in the shape of a cone. A cone-shaped area takes on the shape of a quarter circle. Cone-shaped volumes take on the shape of a conical or pyramid. Cones always originate from a single point and expand outward, widening simultaneously. For every space a cone is in length, it widens by two spaces (one space around every side of the direction of its expansion). Cone dimensions are described the same as area or volume, with the width denoting the widest point of the cone.

All areas and volumes are assumed to be centered as best as possible (with equidistant placements being decided by the current turns player). Unless otherwise noted, the bottom space of a volume is assumed to be sitting upon the lowest floor or ground surface beneath it.

Time Measurement

For characters, time is not measured in the real-time that the players around the gaming table experience. Instead, time may pass faster or slower within the game world—even to the extent of the GK's mentioning, for example, “*a month passes.*” The GK normally records the passage of time, but the GK may 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.

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)

There are four distinct **Time Intervals**:

- Tactical Time
- Routine Time
- Vigilance Time
- Prolonged Time

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

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 in a series of **Turns** where 1 turn represents 6 seconds of game time.

VIGILANCE TIME: “*Vigilance Time*” is used when adventurers are in a potentially dangerous area, possibly behind enemy lines, and want to move slowly and cautiously. Vigilance time is played out in a series of **Minutes** where 1 minute represents 10 turns.

ROUTINE TIME: “*Routine Time*” is an extended period of time used when actions or events take approximately 10 minutes to complete (e.g. when setting up camp, eating food or landing a starship). Routine time is played out in a series of **Hours** where 1 round represents 10 minutes.

PROLONGED TIME: “*Prolonged Time*” is used when characters are traveling over great distances or performing a task that takes a long period of time. Prolonged time is played out in a series of **Hours**, where 1 hour represents 6 rounds.

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

MORNING: “*Morning*” 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 the time when they begin their travels to a destination.

NOON: “*Noon*” begins after characters have traveled or explored for one third of the day, hereafter a party is usually tired and hungry. Characters typically take this time to setup camp, stop their starship for the remainder of the day, wash up, eat lunch, search for anything of use and prepare for the impending evening.

NIGHT: “*Night*” time is typically when the adventurers take turns guarding or patrolling around the camp while the rest of the party slumbers. Adventurers often work hard during the day, and require a full eight hours of sleep to be rejuvenated for the following day.

When characters find themselves in a dangerous area that requires vigilance or caution—such as in the corridors of a dungeon, enemy space station or other similar scenario—the GK should measure time in vigilance time intervals. During combat the GK should measure time in tactical time intervals.

Adventure Game Rules

Throughout *Open Adventure* a character will generally find themselves transitioning between three distinct phases: starting in a village, starport or other society where the PCs gain valuable information, equipment and find work to earn themselves much-needed currency. Typically this requires the party to transition to the second phase: traveling through wild or uncharted areas to reach the location of their quest. Lastly, the third phase has the party exploring, discovering and conquering challenges they find in a dungeon, starcraft, stronghold or other dangerous location.

Once finished with their adventure, the party will typically travel back through the wilderness or unclaimed space to where they were hired in hopes of receiving a reward for their efforts. Along their journey, however, many perils stand before the party that must be overcome to save themselves from death.

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 affected by four factors:

1. Time interval (tactical, vigilance, routine or prolonged). See page 50.
2. Map type (local, overland, stellar or astronomical). See page 50.
3. Number of movement points assigned to the character or vehicle.
4. Terrain type and its movement point cost.

Movement Points (MV) are a number of points representing the amount of spaces a character can travel in a given amount of time on a specific map. A character has a certain number of MV afforded to them, depending on the time interval used:

TACTICAL TIME: Characters begin the game with a number of movement points, equal to the amount provided by their archetype. An adventurer may expend part or all of their MV during one half-turn action (see page 72) moving on a local map.

VIGILANCE TIME: Characters may expend up to twice (“ $x2$ ”) the number of movement they have, while moving on a local map during vigilance time.

PROLONGED TIME: Characters may expend up to four times (“ $x4$ ”) the number of movement points they have while moving on an overland map during prolonged time.

CHARACTER MOVEMENT POINTS

Time Interval	Local Map	Overland Map
Tactical (Turns)	4-8 MV	–
Vigilance (Minutes)	$2 \times$ MV	–
Routine (Rounds)	$100 \times$ MV	10% MV
Prolonged (Hours)	–	50% MV
Morning, Noon or Night	–	$4 \times$ MV

A character's starting MV is dependent on the archetype chosen for that character. Most characters begin with 4-8 movement points—allowing them to move between four to seven spaces per half-turn action in combat. See page 72 for how half-turn actions work.

Before entering a space, characters 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.

The types of terrain adventurers travel through differs in its difficulty to pass through.

FOR EXAMPLE, a flat road is easy to walk through while thick vegetation is much harder to pass traverse.

Different terrain types require various numbers of MV to enter (see the table below). Easy terrain costs 1 MV to enter, moderate terrain costs 2 MV to enter and difficult terrain costs 3 MV to enter.

Each time a character enters a space, the number of MV needed to enter that space should be subtracted from the character's total movement points available.

TERRAIN MOVEMENT POINT COST

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

If a character has no more MV to spend, they cannot move until their next time interval (note that stamina points can still be spent to move additional spaces, see page 9 for details).

Rest & Recuperation

After a long day of traveling or dangerous expedition 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 of a weight equal to the character's strength $\times 2$.

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 (see page 59 for rules on exhaustion). 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 period 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.

NATURALLY HEALING HP

Level	Per Day	Per Day (While Resting)
0	$\frac{1}{2}$ 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
6	6 HP	12 HP
7	7 HP	14 HP
8	8 HP	16 HP
9	9 HP	18 HP
10	10 HP	20 HP

Natural Healing

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

Characters regain a number of lost health points equal to their experience level per day (minimum $\frac{1}{2}$ HP), or twice their level per day if the character rested for an entire day. It should also be noted that some spells can recover lost health points (see PART 5: MAGIC on page 65).

Falling

If a character falls off a ledge, sheer wall, pit or other great distance they risk suffering damage from the impact. Characters suffer 1 crush 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 crush damage.

Falling does not ignore armor when determining the character's defense for inflicting damage purposes, but it does ignore the character's dexterity trait.

FOR EXAMPLE, a character with a dexterity 5 who is wearing armor with a toughness 4 who fell 10 spaces would suffer 6 crush damage ($10 - 4 = 6$).

For rules purposes, a character is assumed to fall 50 spaces per second. Different gravities (see INTERMEDIATE RULEBOOK) can affect this speed.

Crushing Objects

Heavy objects falling on top of a character are sure to deal massive damage to anything it hits.

Falling objects—such as a large stone or steel pylon—deal a number of crush damage equal to their weight to any unfortunate victims they hit.

If the object falls less than 3 spaces before hitting its victim, it deals half damage. Additionally, 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 crush damage). The character attempts a reflex save and succeeds, further reducing the damage by half (rounded down) to a total of 2 crush damage suffered.

Crushing objects do not ignore armor when determining the character's defense for inflicting damage purposes, but it does ignore the character's dexterity trait.

FOR EXAMPLE, a character with a dexterity 3 who is wearing armor with a toughness 2 who had an 11 wt stone fall on them would suffer 9 crush damage ($11 - 2 = 9$).

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:

SIZE: For rules purposes there are four common sizes of fires:

- Tiny: Torch size
- Small: Area 1
- Medium: Area 2
- Large: Area 3

Small fires take up 1 space of area, medium fires take up an area 2 region and large fires have an area 3 size. Tiny fires are the size of a burning torch, candle or other single controlled flame.

DAMAGE: Fire damage inflicted by a small fire is equal to “10+roll”. For every larger-sized fire, add +5 fire damage. Tiny fires deal one-half the damage of a small fire.

FOR EXAMPLE, an enemy NPC is thrown into a small fire. The game keeper makes a standard roll for a result of +1. The GK declares the fire dealt 11 fire damage to the character.

Fires do not ignore armor when determining the character's defense, for inflicting damage purposes, but it does ignore the character's dexterity trait.

FOR EXAMPLE, a character with a dexterity 7 who is wearing armor with a toughness 3 who fell into a small fire would suffer 7 fire damage ($10 - 3 = 7$) before the standard roll.

Fires inflict damage immediately after characters

have been exposed to flames. For every turn a character is exposed to fire, they must make a reflex save: if failed, a part of their body, clothing or equipment (GK's choice) catches fire and the character suffers 1 burn counter.

UNCONTROLLED: An uncontrolled fire is a small fire or larger that has grown beyond its means or is not where it should be. Uncontrolled fires have the chance of spreading to adjacent spaces. Once at the end of each turn, the GK should roll 1d6 for each uncontrolled fire. On a 1, the fire spreads to an adjacent space of the game keeper's choosing. This roll is performed after all characters have finished their turn.

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 consumes 1 volume of air every five minutes ($\frac{1}{2}$ 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 same amount of oxygen in 1 turn.

Outer-Space Vacuum

An adventurer who is exposed to the vacuum of outer-space or de-pressure immediately receives a dying condition (see page 59), 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 depressurized 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. 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 lamp, lantern or torch.

There are three common types of illumination that characters must contend with throughout their quests:

FULL ILLUMINATION: Well lit areas similar in brightness to day light or a 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 cover rules on page 76). Characters in par-

tial illumination suffer from the partial blindness condition (see page 59 for more on conditions) unless looking at or targeting spaces with full or no 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 unless looking at or targeting spaces with full or partial illumination.

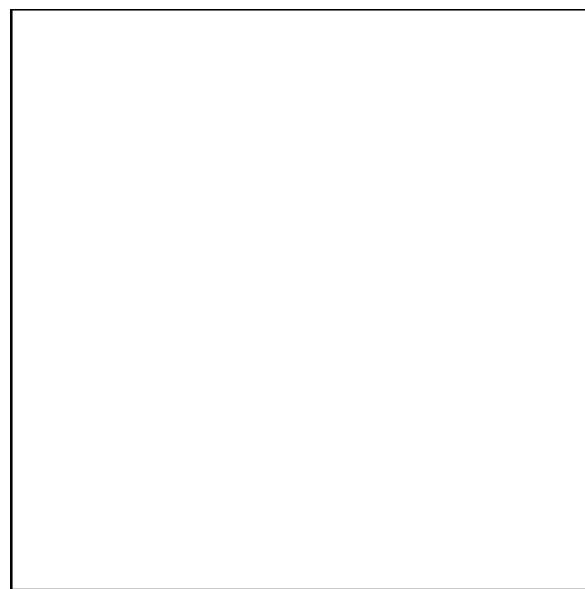
Spaces outside the range of illumination are considered to have no illumination unless lit by another light source. At the GK's discretion, illumination may require line of sight to the light source in order to provide full or partial illumination.

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 keeper 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 touches a corner of a space with an object that would normally block LOS—but does not enter that space—the target space is within line of sight.



LEVEL ADVANCEMENT

Level	XP Required	Magic Order	Mana/Psi	Save	Skill	Stamina	Combat Action
Level 0	-	0 th Order	-	-	-	-	-
Level I	500 XP	1 st Order	+1 MP/PSI	+1 Save	-	-	-
Level II	2,000 XP	2 nd Order	+1 MP/PSI	+1 Save	+1	+1 SP	-
Level III	4,500 XP	3 rd Order	+1 MP/PSI	+1 Save	+1	-	-
Level IV	8,000 XP	4 th Order	+1 MP/PSI	+1 Save	+2	+1 SP	-
Level V	12,500 XP	5 th Order	+1 MP/PSI	+1 Save	+2	-	+1 Half-Turn Action
Level VI	18,000 XP	6 th Order	+1 MP/PSI	+1 Save	+3	+1 SP	-
Level VII	24,500 XP	7 th Order	+1 MP/PSI	+1 Save	+3	-	-
Level VIII	32,000 XP	8 th Order	+1 MP/PSI	+1 Save	+4	+1 SP	-
Level IX	40,500 XP	9 th Order	+1 MP/PSI	+1 Save	+4	-	-
Level X	50,000 XP	10 th Order	+1 MP/PSI	+1 Save	+5	+1 SP	+1 Half-Turn Action

However, if the line passes through any part of a space that is occupied by an object or character (including the current character) that would block LOS, than the target space is *not* considered within line of sight. Likewise, if the line passes parallel along the edge of a space with an object that would block LOS, than the target space is *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 cover on page 76). However, if the LOS passes through two or more spaces offering only partial cover, the target is considered to have full cover with no line of sight.

Death

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

If an adventurer dies, the controlling player should begin creating a new character (see page 7 for steps on creating a character). Although rare, some magic may delay or even reverse the effects of death.

Any treasure, items, weapons, etc. of the dead character can be divided amongst the surviving party members in any way they choose.

The total number of experience points (page 54) 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 keeper'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.

Gaining New Levels

In total, there are ten levels a character can achieve: level I through level X. 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.

After achieving a new level, up to six advancements may occur:

1. HEALTH POINTS: Each character's maximum HP is increased by a number of points as allowed by the archetype chosen.

FOR EXAMPLE, a healer who is promoted to a new level would gain 1d6+1 extra health points.

The player would roll a 1d6 and add 1 to the result. The total is the number of points their maximum HP is increased.

2. MAGIC: Any characters with a magic trait of 1 or more gain access to a new order of magic equal to their newly promoted level.

FOR EXAMPLE, a character promoted from 2nd to 3rd level would be able to use 3rd order spells and psionics (as well as all lower orders of magic) for which they had the appropriate type of mana or psi.

Additionally, such characters gain +1 mana or psi of a type (green mana, blue mana, red mana, etc.) of their choice, every time they are promoted. See page 65 for details on magic.

3. SAVES: One save (fortitude, reflex or will), for each character, is increased by +1 point. The player may choose which save has its maximum amount increased this way. See page 12 about save tests.

4. SKILL POINTS: Each adventurer gains additional skill points equal to half of their new experience level (rounded down). These skill points may be allocated to any skill tests involving a character's strength, perception, intelligence, dexterity or charisma. However, once the skill point has been allocated, it cannot be changed later. See page 9 for information on skill tests.

5. STAMINA POINTS: Starting at level 2, and every-other level afterwards, adventurer's maximum stamina points increase by +1. For rules on how stamina points can be expended, see page 9.

6. COMBAT ACTIONS: Every 5 levels that a character is promoted, they may perform 1 additional half-turn action during tactical time. If an adventurer could perform 2 or more half-turn actions, they may choose to perform 1 full-turn action, instead. These additional actions may only be performed during tactical time. See page 72 for rules about actions during combat.

After 10th level, no additional bonuses or benefits are gained. The game keeper should refer to the **GAME KEEPER'S RULEBOOK** for details on how players earn XP.

Common Character Actions

Swimming

When a character enters deep or swift moving water, and every turn they remain in such waters, he or she must perform a swim skill test to prevent from drowning. For every point of encumbrance (refer to the **INTERMEDIATE RULEBOOK**) an adventurer suffers, they suffer 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 50) or choose to stay afloat.

If the character fails their test, their head slips under the water. For every turn a character is underwater this way, they receive 1 suffocation counter (see page 59) and sink deeper into the watery depths at a rate of 2 spaces per turn.

Every round a character spends swimming, they lose 1 stamina point. If a character has 0 stamina points when swimming they automatically fail every swim test until they can regain at least 1 SP. If using the optional encumbrance rules found in the **INTERMEDIATE RULEBOOK**, characters lose 1 additional stamina point when swimming for every encumbrance counter they suffer. If you're not using the encumbrance rules, this part of the rules can be ignored.

Attacking to or from an underwater space is considered in partial cover (see page 76).

Jumping

Often times characters may need to jump over perilous pits or away from danger. To jump, adventurers must perform a jump skill test. Characters may jump horizontally a distance equal to one-half their jump skill test result (rounded down, minimum 1 space). Characters may jump vertically half their height, in spaces.

If the jumping character moves in a straight line for a minimum of 4 spaces prior to jumping, they may double the length 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.

Listening For Noise

Intrepid characters wishing to know who or what may lay wait nearby may attempt to listen for distant sounds. To listen, adventurers must perform a listen skill test. Characters are considered to be able to hear sounds of "talking volume" (50 decibels) up to a number of spaces equal to five times ($x5$) their listen skill test.

FOR EXAMPLE, a character using their perception 4 to listen could hear an NPC speaking up to 20 spaces away.

Individual words can be understood at a distance equal to a listening character's skill test number or less.

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

Searching an Area

Characters may search any space they occupy or any adjacent spaces for 1 minute per space searched. GKs should refer to the **GAME KEEPER'S RULEBOOK** for details about hidden objects. A hidden character's TN to being spotted is based off their hide skill.

Throwing Objects

Characters wishing to throw objects a distance (in spaces) must make a throw skill test. The distance the object is thrown is equal to twice their throw skill test result.

FOR EXAMPLE, a character with a throw skill test result of 5 could throw an object 10 spaces.

At the GK's discretion, the optional encumbrance rules (in the **INTERMEDIATE RULEBOOK**) 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. For combat rules about grabbing and throwing enemy characters to the ground, see page 74.

Digging

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

Characters who employ digging tools, such as a spade or shovel, can dig volume 1 worth of soil per hour they choose to dig. If a character is without any tools, multiply the time it takes by 3.

FOR EXAMPLE, *a character without a shovel attempting to dig out a cave-in would take 3 hours to dig 1 volume of soil.*

Holding Breath

An adventurer who is forced to hold his or her breath can do so for a number of minutes equal to their current 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 one-half 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 if unable to breath normally (see page 59).

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 volume 1 air in half 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 52 for rules concerning fires and the oxygen it depletes.

Hanging

Adventurers who are suspended midair (such as over a pit or chasm), or grabbing hold of a cliff edge, bar or precipice *and* not using their feet to support themselves—are considered to be hanging.

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 the optional encumbrance penalties (in the **INTERMEDIATE RULEBOOK**) affect 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 hang time.*

Characters holding on to a support with only one

hand will fall in one-half the normal time.

Damage Types

As adventurers face new and exotic NPCs in battle, so to will they face various “*types*” of damage, known as **Damage Types**. Damage inflicted upon characters, vehicles, equipment and so forth may be of one or more types. There are six main types of damage: biological, elemental, energy, kinetic, psionic and spell. Each damage type has several optional subtypes assigned to them, for a total of 33 damage types.

For rules purposes, each damage type is considered to be both its own type as well as all of its subtypes, simultaneously.

FOR EXAMPLE, *psionic damage is considered to be psionic, shadow and spirit damage, all at once.*

However, each subtype is only considered to be its own type as well as its parent type.

FOR EXAMPLE, *slash damage is both slash and kinetic damage; but no other type.*

Damage Powers

Damage types can be one of a diverse set of “*powers*”. The more powerful a damage type, the more likely it will inflict double its normal damage upon its target. The less powerful the damage type, the more likely the damage will be diminished or even negated.

There are five powers that a damage type can be:

- **MINOR:** Each time a character would suffer 1 or more points of damage from a “*minor*” damage, the target may treat their resistance to that damage as if it was two slots higher than normal (e.g. vulnerable to normal).
- **LESSER:** Each time a character would suffer 1 or more points of damage from “*lesser*” damage, the target may treat their resistance to that damage as if it was one slot higher than normal (e.g. vulnerable to weak).
- **MEDIUM:** The default damage power. Medium damage is treated with neither a higher or lower resistance than normal.
- **GREATER:** Each time a character would suffer 1 or more points of damage from “*greater*” damage, the target *must* treat their resistance to that damage as if it was one slot lower than normal (e.g. immune to strong).
- **MAJOR:** Each time a character would suffer 1 or more points of damage from “*major*” damage, the target *must* treat their resistance to that damage as if it was two slots lower than normal (e.g. immune to normal).

For rules on how damage types are handled by characters, see damage resistances on page 12.

If the GK decides not to use the optional damage subtypes, treat every reference of a subtype as that of its parent type.

FOR EXAMPLE, if not using the damage subtypes, “atomic” damage would be considered as “energy” damage, instead.

For damage that inflicts two or more subtypes with different powers, use only the damage power that is closest to “medium” damage.

FOR EXAMPLE, a weapon inflicts “major heat” damage and “medium sonic” damage. When not using the damage subtypes rule, the “medium sonic” damage would be used and considered as “medium energy” damage, instead.

Damage Type List (Alphabetical)

Biological

“Biological” involves any chemical, physiological or organic processes; typically involving living creatures. Biological damage includes internal damage such as bleeding or attacks targeting internal organs.

ACID: Any damage that is corrosive, caustic or dissolving of flesh or solid objects such as armor and shield. Also includes any substance that causes oxidation like rust.

DISEASE: Damage that causes ailments, sicknesses, infections or inflictions. Biological characters are typically victims of this damage type, though certain proto-viruses and macroparasites have been known to inhabit mechanical creatures such as androids.

POISON: Whether from fungi, minerals, chemicals, plants or venoms; poison damage is often very deadly. Poisons attack or completely bypass a character’s natural immune system and target the bodies vital functions.

Elemental

“Elemental” represents a spectrum of the five elements of the world: æther, earth, fire, water and wind. Elemental damage consists of anything that comes naturally from the world in its purest elemental form.

ÆTHER: A mysterious energy spread throughout the celestial firmament. Understanding of æther alludes even the most studious of scholars. Few can harness the power of æther, and fewer yet know its true origin. Largely believed to be the incorporeal manifestation of a spirit world, outer plane or extra dimension; æther is considered to be the greatest of the five elements.

EARTH: Damage involving the rocks, soil, mud and sand of terra firma. Earth damage may occur naturally from volcanoes, comets, mountains, caves and canyons.

FIRE: The ignition and burning of materials that summon flames of fire. Fire damage burns, chars,

melts and ignites the material it has engulfed, and has been known to spread to nearby surfaces.

WATER: The power of water is immense. Drawing from the motion of the seas, oceans, rivers lakes and clouds; water is everywhere and necessary for most of life. Water damage has the power to drown, freeze, carve canyons and create tsunamis.

WIND: Hurricanes, tornadoes and cyclone storms are only a small amount of what wind damage is capable of unleashing. Harnessing the natural current of air and gases found in the atmosphere, wind damage can be immensely influential.

Energy

“Energy” refers to any damage that involves the complex interplay between molecules, electromagnetism and other forces of nature. Energy damage often comes from high-tech weaponry that releases large amounts of power in a single volley, for destructive results.

ATOMIC: The interaction between individual atoms and other particles on an incredibly small scale, such as gluons, neutrons, electrons and bosons. Atomic damage includes nuclear and other radioactive damage found both in nature and weapons of war.

COLD: Cold damage involves the rapid slowing of molecules and the freezing or icing of objects and atmosphere. Characters who suffer from hypothermia, frostbite or the chill of outer-space will feel the affects of cold damage.

ELECTRIC: Electric damage comes from the shock of volts and amperes of a highly charged source. Electric damage includes that from lightening, charged coils and electronics. Damage inflicted in virtual or cyber space is considered electric damage.

EXPLOSIVE: Explosive damage is caused from rapid oxidation of combustible materials, and impending discharge of volatile energy. Explosive damage inflicts its destruction through a percussive wave, fiery explosion and aftershock. Not all explosions cause fire; some specially designed weapons may cause a rapid release of a freezing agent such as super-cooled nitrogen.

HEAT: The opposite of cold damage, heat damage involves the excitation of individual molecules of a character, item or place. Heat could lead to melting, weakening of materials, heat stroke or other swelter-related conditions.

ILLUMINATION: The power of the photon and other light sources can be incredibly destructive. When amplified into a focused line; light can be turned into powerful lasers. Illumination damage is caused by light sources radiating from a illuminant outward, towards its target, or cast in all directions.

SONIC: The wave length and power of acoustic shock; sonic damage involves loud or focused sounds that can stun or hurt characters.

DAMAGE TYPES

Damage Type	Save Type
BIOLOGICAL	Fortitude
Acid	Reflex
Disease	Fortitude
Poison	Fortitude
ELEMENTAL	Fortitude
Æther*	Will
Earth	Reflex
Fire	Fortitude
Water	Fortitude
Wind	Will
ENERGY	Reflex
Atomic**	Reflex
Cold	Fortitude
Electric	Reflex
Explosive	Reflex
Heat	Fortitude
Illumination	Reflex
Sonic	Will
KINETIC	Reflex
Abrasión	Fortitude
Contortion	Fortitude
Crush	Reflex
Pierce	Fortitude
Slash	Reflex
PSIONIC	Will
Shadow	Will
Spirit	Will
SPELL*	Will
Arcane*	Reflex
Chi*	Will
Divine*	Will
Evil*	Will
Nature*	Will

* = Fantasy Only, ** = Science Fiction Only

Kinetic

“Kinetic” damage involves any physical impact, crushing, twisting or other manual manipulation. Kinetic damage can be inflicted from ranged weapons such as bullets, melee weapons or grappling.

ABRASION: Damage caused by friction, scraping,

avulsions or abrading. Abrasion damage is inflicted if a character falls out of a fast-moving vehicle, suffers rope burn or is otherwise exposed to friction.

CONTORTION: Represents the bending, twisting and manipulation of various parts of a character's body or the individual components of a vehicle or device. Contortion damage can be suffered when characters are wrestling.

CRUSH: Involves both the constriction or compaction of something, as well as the lack of pressure on a character, when in the vacuum of space. Characters can suffer crush damage when deep underwater or struck with large debris or rocks.

PIERCE: Weapons that force a sharpened point or weapon tip in-between armor, as a thrust, can cause pierce damage. Pierce damage is inflicted through stabs, jabs and punctures. Note that pierce damage is not the same as the pierce weapon ability.

SLASH: Any weapon that slices, chops or lacerates can deal slash damage. Slash damage can also be inflicted from natural weapons such as claws, talons and fangs.

Psionic

“Psionic” damage comes from the mysterious paranormal powers of the mind. Psionic powers, such as telekinesis, can often inflict other types of damage (e.g. crush, contortion, heat or cold).

SHADOW: The sinister and macabre nature of dark psionics can cause shadow damage. Dark psionics manifests shadow damage exclusively.

SPIRIT: The purity of thought from light psionics emanates outwards and can inflict a mental damage known as spirit damage. Spirit is exclusively manifested from light psionics and is rarely seen elsewhere.

Spell

“Spell” represents the arcane, occult and magical properties of spells and the damage it inflicts.

ARCANE: Blue magic that inflicts damage causes arcane damage. Arcane damage is from the cabalistic powers often used by wizards and mages.

CHI: Through focus and meditation of one's body and mind, a character can use red magic to inflict chi damage. Chi damage flows when the internal energies of a character's body, when focused.

DIVINE: Through a character's divine communion with their favored deity, characters can call forth the mystical powers of other realms to inflict divine damage upon their enemies. Divine damage is almost always inflicted from deities with a good alignment.

EVIL: The sinister and often demonic influences of black magic inflict evil damage. Malevolent forces that deal with death, undead and other necrotic elements inflict evil damage.

NATURE: The neutral forces of nature, animals, plants and the cosmos are capable of causing nature damage. Green magic, which draws its power from nature, is the chief source of nature damage.

Conditions, Effects & Abilities

Below is a list of conditions, effects and abilities used throughout *Open Adventure*. Some abilities require a cost to be payed before the associated effect can be used. The cost of the effect is denoted to the left of a colon (“:”) followed by the effect (e.g. “★: Entangle”).

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 9).
- The “⚡” symbol represents stamina points (see page 9).
- The “★” symbol represents triumph points (see page 76).
- The “➡” symbol represents the need to spend a free action to use the associated ability. Once used, the ability cannot be used again until next turn.
- The “⌚”, “⌚”, “⌚”, “⌚”, “⌚”, “⌚”, “⌚” and “⌚” symbols represent varying types of mana or psi points (see page 66).

Conditions List (Alphabetical)

In *Open Adventure* characters may acquire and suffer from a variety of afflictions, diseases, poisons, and more—known as **Conditions**. Conditions come from a variety of sources ranging anywhere from traps to magic.

Some conditions have numbers next to them such as “knockback 2” or “bleed 1”. The number represents how many counters of that condition a character takes when first acquiring the condition. The effects of counters are explained in the description of the condition. If a condition that uses counters has 0 or less counters, that condition ends immediately.

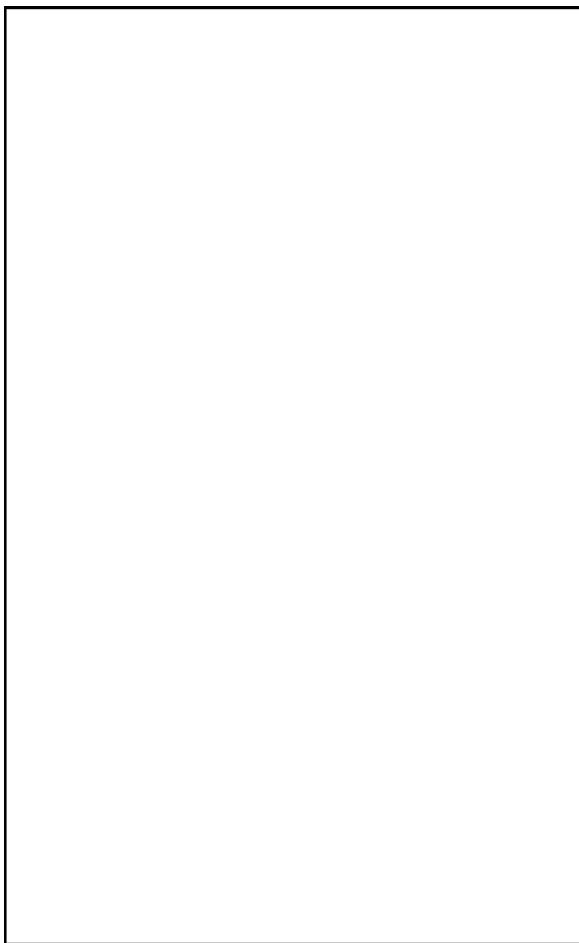
Damage suffered from conditions ignore armor, unless stated otherwise. The effects of a condition persist until the condition no longer exists.

Age

You permanently age 10 years for every age counter you have.

Bleed

Once per minute make a fortitude save for every bleed counter you have. If successful, remove 1 bleed counter. If failed, suffer -1♥.



Bleed

Once per minute make a fortitude save for every bleed counter you have. If successful, remove 1 bleed counter. If failed, suffer -1♥.

Blind / Partial Blind

You suffer -4 to attack and defense for as long as you are blind. However, if you're only “partial blind” you suffer -2 to attack and defense, instead.

Burn

Once per turn you and all adjacent characters suffer -2♥. You or any adjacent characters may perform a full-turn action to remove 1 burn counter from yourself.

Cold

Once per round make a fortitude save: If failed, you suffer -1⚡ and -1 to all saves for every cold counter you have.

Confuse

Once per turn make a will save: If successful, remove

1 confuse counter. If failed, you suffer -3 to all skill tests and cannot concentrate until end of turn.

Deaf

You cannot hear, and suffer -2 initiative. You cannot perform listen skill tests.

Dying

Once per turn make a fortitude save: If successful, you suffer -1*hp*. If failed, you die.

Energy Drain

You lose a number of experience levels equal to the number of energy drain counters inflicted. Energy drain removes all benefits of the lost experience levels (e.g. health points, skill points, magic orders) immediately. Your XP is now equal to the minimum required for the new level you've been reduced to.

If temporary, you may spend 1 day resting to remove 1 energy drain counter.

Exhaustion

For every exhaustion counter you have, you suffer -1*hp* and -1 to all rolls. For every 1 day you spend resting, you may remove 1 exhaustion counter.

Fly

Once per turn you may spend 1*hp* to travel through air terrain (horizontally, vertically or diagonally) as a half-turn action. Air terrain costs 2 MV per space entered. This condition can be used until end of turn.

Helpless

For as long as you are helpless any attacks that target you automatically hit for maximum damage (as if the attacker rolled a +5 on their attack roll). Ignore your dexterity trait when determining your defense.

Intoxication

Once per round you must make a will save: If successful, you gain +5 charisma until end of round. If failed, you suffer -2 intelligence, -2 perception and -1 defense until end of round.

Invisibility

You are invisible to other characters. For line of sight purposes, you are considered to be in "full cover" as long as you have the invisibility condition. Note characters with "thermal vision" can see invisible characters.

Panic

You are forced to flee in fear (away from enemies and other perceived dangers) for Xd6 minutes, where X is equal to the number of panic counters you have. If you are unable to escape, you may defend but not attack.

Paralysis

Once per minute you must perform a fortitude save: If successful, remove 1 paralysis counter. If failed, you cannot perform any physical actions (though you can think freely). If you were flying or swimming when you received this condition, you immediately fall or sink, respectively.

Poison

Once per minute you must make a fortitude save: If successful, remove 1 poison counter. If failed, you die.

Prone

You receive +2 defense versus ranged attacks, but suffers -2 defense versus melee attacks.

Sleep

You cannot perform any actions and suffer from the helpless condition. Once per round you may make a will save: If successful, you may choose to wake up.

Slow

Once per minute you must make a will save: If successful, remove 1 slow counter. If failed, you suffer -1 MV and cannot perform any actions until after all other characters have had their turn. If more than one character is slow, the order of turns for slow characters is the same as the order in which they received their slow condition (if there's still a tie, the players go first, then the players may choose the order).

Starve

For every starve counter you have, you suffer -1*hp* and -1 to all rolls. For every 1 meal you eat you may remove 1 starve counter.

Stun

You can only perform one half-turn action per turn. You may spend 1 half-turn action to remove 1 stun counter.

Suffocate

You suffer -5*hp* each turn you are holding your breath, cannot breath normally or for each suffocate counter you have. SP lost this way is regained once you begin breathing normally and have 0 suffocate counters.

Surprise

You cannot perform any actions this turn. At the end of each turn remove 1 surprise counter.

Swelter

Once per round make a fortitude save: If failed, you suffer -1*hp* and -1 to all saves for every 1 swelter counter you have.

Taunted

Once per turn perform a will save: If successful, remove 1 taunt counter. If failed, you must spend all of your actions attacking your taunter or moving into a position to attack your taunter. You are no longer taunted if your taunter is helpless, unconscious or cannot engage in combat.

Trait Damage

You lose 1 primary trait point of the associated type (strength, perception, intelligence, dexterity, charisma, vitality or magic) for every trait damage counter you have. If temporary, for every 1 day you spend resting, you may remove 1 trait damage counter.

Unconscious

You cannot perform any actions and suffer from the helpless condition. Once per minute remove 1 unconscious counter.

Combat Abilities List (Alphabetical)

Unless stated otherwise, combat abilities only take effect if at least 1 point of damage was dealt to the target.

Burst Fire

The attacker expends two additional ammunition and performs a reflex save: If successful, they gain +2 damage for their current attack.

Charge

If the attacker moved in a straight line at least 4 spaces this turn then immediately makes a melee attack, the defender must make a reflex save: If failed, all damage suffered from that attack is doubled.

Death Ray

The defender must make a reflex save: If successful, they suffer damage equal to one-half their maximum HP. If failed, they are immediately disintegrated.

Deflect

Before using deflect, the defender must declare they're using this ability before the attacker makes an attack roll.

The defender may attempt to deflect the incoming attack by performing a counter-attack with their weapon. The counter-attack deals no damage, instead it is compared against the attacker's attack number: If the defender's counter-attack meets or beats the incoming attack number, that attack is deflected and no damage is inflicted. This ability does not replace the defender's normal defense trait and can only be used once per turn.

Deflect, Counter

The attacker may make a reflex save: If successful,

their current attack cannot be deflected.

Delay

The defender must make a fortitude save: If failed, they suffer 1 slow counter.

Disarm

Before using disarm, the attacker must declare they're using this ability before making an attack roll.

Instead of inflicting damage from this attack, the attacker may force the defender to make a reflex save: If failed, the defender drops their weapon. If the defender is wielding more than one weapon, the attacker may choose which weapon the defender drops.

Double Damage

The defender must make a reflex save: If failed, all damage suffered from the current attack is doubled.

Entangle

The defender's MV is reduced by half (unless the entangling bonds are anchored to an imobile object, their MV is reduced to 0, instead). The defender suffers -1 attack and -2 defense. Once per minute the defender may make a reflex save: If successful, they may remove 1 entangle counter.

Extra Attack

The attacker may immediately make an extra attack as a free action after the current attack. This ability may only be used once per turn.

Explosive Munition

The projectile or cartridge from this weapon explodes on impact. Each character within area 3 of the explosion must perform a reflex save: If failed, they suffer 1d6 explosive damage and suffer knockback 2.

Hook

Before using hook, the attacker must declare they're using this ability before making an attack roll.

The attacker may inflict half damage (rounded down) and force the defender to make a reflex save: If failed, the defender falls prone.

Knockback

The defender is moved a number of spaces equal to the number of counters for this ability. The direction the defender is moved is decided by the attacker but the attacker must have line of sight to the space the defender lands on.

Knockout

The defender must make a will save: If failed, they suffer 1 unconscious counter.

Pierce

The armor toughness of the defender is reduced by a number of points equal to the number of counters for this ability until the end of the current attack.

Reach

The attacker's current attack has a range equal to $1 +$ the number of counters for this ability. Weapons with 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.

The range number for weapons with reach does not increase or decrease like a ranged attack.

Set vs. Charge

Before the attacker makes their attack roll, the defender may interrupt the attacker's attack if it targets the defender and is using the charge ability. The defender may immediately make a counter-attack with this weapon as a free action: Any damage inflicted from this counter-attack onto the attacker is doubled. After the counter-attack is complete, the attacker may continue their turn as normal.

Skewer

The attacker may choose to skewer the defender by releasing their weapon or its projectile—letting it remain stuck in their opponent for $2d6$ turns. Each turn the defender is skewered, they suffer 1 bleed

counter. The skewered defender may spend a full-turn action removing the weapon or projectile from their body but immediately suffers pierce damage equal to twice the weapon's damage number (minimum 1 damage). Damage inflicted this way ignores armor.

Slow Shot

If the defender is a number of spaces away from the attacker equal to or greater-than half the range of this weapon, the defender may move to an adjacent space then make a reflex save: If successful, the defender may perform a dodge action as a free action.

Strangle

The defender must make a reflex save: If failed, they suffer 1 suffocate counter until no longer choked.

Sunder

The defender must make a reflex save: If failed, their armor permanently loses 1 toughness (minimum 0) equal to the number of counters for this ability.

Sweep

The attacker's current attack targets all spaces adjacent to the attacker. This effect takes place regardless if any damage is inflicted. For rules purposes, all affected spaces are attacked simultaneously, but the attacker must make separate attack rolls for each attack performed with this ability.

EXAMPLE ADVENTURE

INTRODUCTION: The adventuring party is made up of four level 2 characters and one level 1 dwarf: Elscira, a gnome marksman (the caller), Wekan, a fe-lid scout; Magus Thaco Malrian, a human arcanist; Sister Amara, an elven healer and Lothor Banegard, a dwarf warrior. Together they have ventured several days travel to an ancient temple that has long since been abandoned (by civilized creatures, at least). As the caller, Elscira will relay the actions of all the characters to the game keeper after the party has decided what to do.

GK: "You push open the large, south-facing stone doors. They creak and groan as they move, as if the hinges have been untouched for centuries. Before you lies a set of chiseled stone stairs, three spaces wide leading downward in a spiral pattern into an underground passage."

Elscira: "The party steps forward and cautiously walks down the stairs."

GK: "After descending three spaces deep, you come to a round landing five spaces wide with two sets of stairs. One of the stairs leads west and the other heads east. Both lead down."

Elscira: "Lothor peers down the eastward stairwell while Amara the elf looks down the west stairs. What do their dwarfish and elvish eyes see?"

GK: "The bright lights from the party's torches obscure their low-light and dark vision from working properly. However, the torchlight illuminates the stairways five spaces away from the torchbearer. Lothor notices the stairs descend downward for three spaces before turning sharply north. The west stairs continue beyond what the torchlight can reveal. Amara smells a rank, musty odor emanating from the west passage."

Amara: "Yuck! There's something foul-smelling this way. Let's avoid heading in this direction."

Elscira: "Does anyone wish to go down the west stairs? No? Okay, we continue exploring down the eastward stairs."

GK: "You continue your cautious advance by choosing the east stairs. The party moves down them three spaces—then the stairs turn north. Another three spaces north and you come to the bottom of the stairs and step into a corridor two spaces wide running east and west. What is your marching order?"

Elscira: "Wekan leads in the front, then me—Elscira—followed by Lothor then Magus Thaco. Sister Amara takes up the rear."

GK: "Wekan, you notice an oaken door with iron hinges two spaces east of your present location, along the north wall. A strong breeze from the east causes your torch to flicker."

Elscira: "The party will quietly approach the door. Wekan will press his ear against the door and listen for any sounds coming from the other side."

GK (making a secret listen skill test on Wekan's behalf): "As far as you can tell, you don't hear a thing."

Elscira (after discussing possible plans with the party for their next move): "We'll ignore the door and continue moving east—down the corridor."

GK (makes note that one minute of in-game time has elapsed): "After walking three spaces east you spot a one space wide side passage leading north. The westerly breeze blusters stronger than before, causing your torch to flicker violently."

Wekan: "I don't like this...let's get out of here before we lose our light."

Amara: "At least *you* have dark vision!"

Elscira: "The party explores the side passage."

GK: "OK. After walking five spaces through the narrow passage you notice two wooden doors. One door is on the west wall, and the other is on the east wall. The narrow passage continues north."

Elscira: "Amara will quietly listen for sounds coming from the other side of the eastern door. What does she hear?"

GK (rolling): "Amara hears what she believes to be muttering voices."

Amara: "Do I understand any of the words being spoken? I know dwarf (7), hobgoblin (7) and common (10)."

GK (secretly making a language test on Amara's behalf): "As much as you try, you can't seem to understand what's being spoken. Perhaps the voices are too quiet to make out the words."

Elscira: "The party readies themselves for combat. Lothor will try to force open the door with my assistance."

Thaco: "I'll protect the rear flank!"

GK: "OK, once the party is set Lothor tries to force open the door. How does Lothor open the door?"

Lothor: "I back up a few spaces then charge the door—ramming it with my shoulder."

EXAMPLE ADVENTURE (CONTINUED)

GK: "Lothor, please make a 'force open' skill test based off your strength trait."

Lothor: "I rolled a +2. Added to my strength of 8 with 1 skill point for strength, Lothor achieves a force open skill of 10."

GK: "Excellent! Lothor only needed a 7 or higher to open the door—the door swings open wide with a loud crash—revealing 10 goblins inside the room!"

(Combat ensues until the adventuring party manages to kill all 10 goblins. The GK marks how much in-game time has elapsed and notices it's time to make a roll to check if any random wandering monsters encounter the party. The GK's roll reveals that no wandering monsters appear.)

Elscira: "What does the room with the dead goblin bodies look like?"

GK: "The room is a hexagon with six sides. Each wall is three spaces long and four spaces high. The only door you see is the one you came in through. The room appears unremarkable. Besides the goblin corpses, you notice in the room a wooden chest in the southeast wall, a table in the center of the room and a pile of straw and rags in the northeast corner."

Elscira: "Amara will search for secret doors along the northeast corner, Lothor will check for traps near the table, Wekan is examining the chest and Thaco is guarding the door."

GK (after rolling for the appropriate tests): "Amara notices one of the blocks appears slightly discolored compared to the surrounding stones in the wall. Lothor doesn't find any traps on or near the table. Wekan notices the chest is small and with a latch but is missing any locks."

Lothor: "Allow me to examine that block for traps, Amar."

Wekan: "I, too, will check for traps—but on the chest."

GK (secretly rolls for Lothor's search skill test even though there are no traps on the discolored stone. The GK also secretly rolls for Wekan's search skill test—Wekan fails to find the poison needle protecting the chest): "Neither Lothor nor Wekan see any traps."

Amara: "I'm pushing, pulling and trying to pivot the block. Does it move at all?"

GK: "Immediately after pushing the stone inward, a secret door opens along the east wall of the room. You see a half-space wide corridor heading northeast three spaces and ending at a wooden door."

Elscira: "Thaco and Lothor will stand guard at the secret door, and Wekan will open the chest. I'll search through the straw and rags—do I find anything that looks like a cloak or boots?"

GK: "Wekan, you failed to notice a small, concealed needle that suddenly shoots out and pricks your hand. Make a fortitude save test!"

Wekan (rolling): "Wekan fails his fortitude save!"

GK: "Wekan feels the poison coursing through his veins. In a last gasp of air he mutters 'poison!' then falls onto the floor dead."

Lothor: "I'm taking Wekan's pack, to carry treasure in; then looking in the chest."

Amara: "I'm giving Wekan's body the last rites according to my church's sacramental customs."

GK: "Alright, Lothor you find a pile of silver coins in the chest; about 2,000 of them! Elscira you find a pair of old worn boots but no cloak."

Elscira: "Lothor will dump the coins out of the chest and search for a secret compartment and I will don the boots. Do they allow me to move silently? I hope they're elven boots!"

GK (makes another wandering enemy check): "Indeed, there is a false bottom inside the chest—and Lothor finds it! Inside he discovers a small ornate box made of carved ivory. Inside the box are two jade bracelets decorated in gold."

Lothor: "Excellent! How valuable do the bracelets appear to be?"

GK (rolling for Lothor's appraise skill test): "You would guess the box appears to be worth about 100 sc. Each bracelet appears to be worth 600 sc! Elscira, as you sneak around the room in the boots; you appear to be moving silently."

Elscira: "Perfect! Lothor, hand me the box with the jewelry inside and I'll carry them in my pack for now. I'll stand guard over the secret door while everyone in the party takes turns filling their packs with silver coins."

Thaco: "I'll empty my pack then fill it with as many coins as it can hold; which is 1,500 coins."

GK: "OK, each character takes one minute to load their packs." (The GK makes another wandering monster check and decides a gang of bandits approach from within the secret passageway. Since Elscira is closest; she'll make a perception test to see if she hears them and determine initiative.)

(At this point, combat would begin!)

Part V: Magic

Magic is mysterious, arcane and often occult energies. A character can harness these mysterious powers in a formula designed to control the enigmatic incantations. In fantasy campaigns magic is referred to as **Spells** while in science fiction campaigns magic is referred to as **Psionics**. Though the names are different, the rules governing both forms of magic are largely the same.

Magic Forms

Magic in *Open Adventure* is divided amongst different general types, known as **Forms**. There are ten forms of magic in total: five forms of spells, two forms of psionics and three special forms (discussed later in this chapter).

Spells

The five types of spells are: black magic, white magic, blue magic, red 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 for bribing dark spirits to fight by your side.

BLUE MAGIC is sorcery and conjury that bends reality and creates arcane constructs and illusions. Blue magic is invoked through casting of spells and rituals to conjure powerful summons to assist you.

GREEN MAGIC is nature-based spells used by druids, shamans, medicine men 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 spirits.

RED MAGIC is inner focus and cultivation of ki/chi energy that empowers the caster to supernatural levels. Red magic is focused through meditation and channeling to protect and strengthen a caster's body.

WHITE MAGIC is mysticism used to hearken divine

souls (angels, deities, 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.

Psionics

Some extraordinary characters possess paranormal powers of the mind, known as psionics. Such gifted characters use the power of thought to perform supernatural abilities such as telekinesis, telepathy and more. Psionic powers can be used by tapping into an all prevailing mysterious power known as the “*parafuse*”. The parafuse has two sides to it: the light side and the dark side.

LIGHT PSIONICS look outwardly towards everyone's better nature, uses altruism, charity, humility, mental discipline and healing to achieve an end result that is best for everyone.

DARK PSIONICS look inwardly to one's selfishness, anger, fear and malevolent nature to achieve great power and domination over others.

Special Magic

Other, more exotic forms of magic exist outside that of spells and psionics. However, for means of simplicity, the term “*spell*” may be used as a synonym to describe either spell magic (black, blue, green, red and white) and/or special magic.

PRISMATIC MAGIC is a hybrid form of magic made up of two or more other magic forms.

FOR EXAMPLE, a spell that is both green and blue magic would be considered prismatic magic.

For rules purposes, prismatic magic is considered to be all forms that it is comprised of, simultaneously.

ACHROMATIC MAGIC is considered to belong to no spell or psionic color. Although achromatic magic is uncolored, *any* type of mana or psi (see page 66)

can be used to cast achromatic magic. However, achromatic magic always remains colorless, no matter what type of mana or psi is used to cast it.

TRANSMUTIVE MAGIC is a special adaptive form of magic. The defining characteristic of transmutative magic is that once mana or psi has been expended to cast it, the magic instantly turns into that form of magic.

FOR EXAMPLE, a character spends black mana to cast a transmutive spell. The magic immediately changes from its transmutive form to a black magic spell.

Once transmutive magic changes forms, it cannot change back.

Gathering Magic

Magic requires two things before a character can begin experimenting and using it:

ELIGIBILITY: Adventurers must first be considered “eligible” to use a certain form or order of magic. The primary means of gaining eligibility to magic is through a character's experience level. When a PC's level is equal to or greater than a magics order number (see below), they are considered to be eligible to certain spells or psionics.

ACQUISITION: Depending on the GK's discretion, adventurers may or may not be expected to acquire magic through one or more of the following means:

- **DISCOVERY:** Often characters need to find magical spells, instructions or recipes on their own before they know how to use a specific spell or psionic. Magic can be found written in spell-books, scrolls or imprinted on enchanted items, amongst other methods. Adventurers may also acquire magic through commerce, theft or less common means.
- **INHERIT:** Many gifted characters may possess magical powers naturally, thanks either to their bloodline, natural talents, mutations or other extraordinary reasons.
- **ACHIEVEMENT:** Characters may acquire magic that has been bestowed upon them by others. Many deities, for example, will grant their followers magical powers in exchange for adherence to, and service for, their religious doctrines.
- **STUDY:** Perhaps the most commons means of acquiring magic is by being taught the occult art from a master arcanist, instructor or sensei. This process can take days, weeks or even longer, depending on the magic being sought.

Once a character is both eligible and has acquired a spell or psionic, they may attempt to employ the possessed magic. For requirements to casting magic, see below.

Casting Magic

When creating a new character, if a character's magic primary trait has 1 or more character points assigned to it, that character, known as a **Caster**, can harness magical powers. Characters with a magic of 0 cannot use magic naturally, but may still be able to use certain enchanted items.

A. Magic Orders

Every form of magic is divided into general categories, known as **Orders**, which represent the overall power and potency of a magic spell or psionic.

In total, there are 11 orders, beginning with 0th order magic and increasing in power to 10th order magic. A character can only use magic that is equal to or less than their experience level.

FOR EXAMPLE, a 3rd order spell can only be cast by level 3 casters or higher.

Each time a character is promoted to a new level, they gain access to new orders of magic equal to their level.

B. Mana/Psi Points

Before a character can use magic, they must pay a cost, either in **Mana Points (MP)** or **Psi Points (PSI)**.

Of the five spell forms (black, blue, green, red and white magic), there are five corresponding mana types: ♣ Black Mana, ♦ White Mana, ♠ Blue Mana, ♣ Red Mana and ♦ Green Mana.

Likewise, of the two psionic forms (light and dark magic), there are two corresponding psi types: ○ Light Psi and ● Dark Psi.

Additionally, there is * **Achromatic Mana** (colorless mana, discussed later in this chapter).

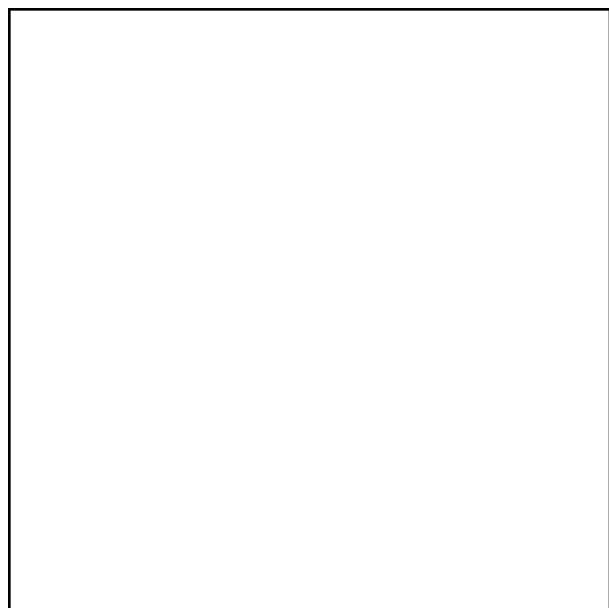
Gaining Mana/Psi

When creating new characters, players must choose which type or types of mana/psi points they want their character to utilize throughout their adventure.

Players must choose as many MP/PSI as their PC's magic trait number. The mana or psi points chosen may be any combination of spell or psionic types (however, achromatic mana *cannot* be chosen) as long as they are appropriate for the style of adventure the game keeper has designed.

FOR EXAMPLE, a character with magic 5 could choose 3 red mana and 2 black mana for a total of 5 ($3 + 2 = 5$). If the character was using psionics instead, they could have chosen 4 dark psi and 1 light psi for a total of 5 ($4 + 1 = 5$).

Once a character has determined how many mana/psi points their character receives, and of what type(s), they may begin browsing the spells or psionics available to them. See page 69 for a list of magic.



Anytime a character expends one or more MP/PSI, those points are spent and do not replenish until the casting character has rested for a full eight hours (see page 51 for rules on rest and recuperation).

Unspent or unused mana or psi remain with the caster until spent at a later time, but at no point can a character have more MP/PSI, in total, than twice their magic trait.

Cast Cost

The **Cast Cost** of a magic spell or psionic refers to how many—and of what type—of mana or psi points must be expended before the spell or psionic can be cast. The cost of magic depends on its order (see magic orders on page 66). First order magic typically has a cast cost of 1 MP or PSI. Second order magic typically has a cast cost of 2 MP or PSI, and so on. Note that while zeroth order magic typically has a cast cost of 0, such magic has other restrictions (see below).

Prismatic magic requires the expense of two or more mana and/or psi types (depending on the cast cost). A character must expend the correct number of each type of MP/PSI listed in the prismatic magics cast cost before the spell or psionic can be cast.

FOR EXAMPLE: *a prismatic spell with a cast cost of “” would require exactly one black mana and one blue mana.*

The cast cost of achromatic magic can be spent by expending *any* type of mana or psi (either colored or achromatic), up to the amount listed for the magic's cast cost.

FOR EXAMPLE: *an achromatic spell with a cast cost of “** could be paid for by expending “”, “” or any other mana or psi type.

Transmutive magic always has two or more cast costs listed. Multiple cast costs are separated by the forward slash (“/”) symbol. Amongst the multiple cast costs present, a caster must choose only one, when transmutative casting magic.

FOR EXAMPLE: *a transmutative spell with a cast cost of “/” could be paid for by expending either “” or “” mana, but never both.*

Certain spells or psionics may have a cast cost of 0. Magic with a 0 cast cost can be cast without the expense of MP or PSI, up to a number of times equal to the caster's magic trait number. If the casting character rests for a full eight hours, they may fully replenish the number of times they can use 0 cast cost magic.

FOR EXAMPLE: *a caster with magic 3 attempts to cast a psionic with a cast cost of 0. The caster may cast the psionic up to 3 times before needing to rest in order to cast it again.*

C. Components

Magic components are the gestures and phrases the caster must perform, or in some cases, the items the caster must have in their immediate possession, in order to cast a spell or psionic. At the GK's discretion, if a caster is missing one or more of the required components for the spell or psionic they wish to cast, the magic *cannot* be cast.

Some magic may only require one or two components (or none at all), while others may require all five. Refer to the individual magic for a list of required components.

Discuss with the game keeper about which (if any) of the magic components will be required in their adventure or campaign.

The magic components include:

DEPLET (D): “*Deplete*” represents the required amount of stamina, health or experience points that must be expended by the caster, before each casting of the magic (this cost is in addition to any listed cast cost, see page 67).

FOCUS (F): “*Focus*” represents any religious or holy relic, symbolic object or sacred item. Focus components must be held or immediately possessed by, and concentrated on by the caster throughout the casting of the magic spell or psionic.

MATERIAL (M): “*Material*” is either a general or specific type of symbolic ingredient, piece or object that is sacrificed, consumed or otherwise destroyed during casting.

The precise nature of required material components is dependent upon the GK's discretion. However, one or more generic “*types*” of materials may be listed with each spell. The general material types are:

- **PLANT:** The most basic and cheaply acquired ingredient. Plant-based components may include (but are not limited to) leaves, vines, spores, stems,

fruiting bodies and roots.

- **ANIMAL:** Animal-based components may include (but are not limited to) furs, fangs, teeth, feathers, extremities and organs.
- **MINERAL:** Mineral-based components may include (but are not limited to) ores, gems, crystals, stones, soils and metals.
- **DEVICE:** Device-based components may include (but are not limited to) clock-work machines, gadgets, mechanical items and general-purpose or utility equipment.
- **LUXURY:** Luxury-based components may include (but are not limited to) jewelry, clothing, artwork, treasure and other opulent splendor.
- **SPECIAL:** Often the most expensive and difficult components to acquire. Special-based components may include (but are not limited to) historic, legendary or enchanted items of exceptional consequence, significance or magical power.

A number preceding a material type (e.g. “2M”), denotes the quantity of the required material type. If no number is present, the quantity is assumed to be equal to one.

FOR EXAMPLE, a spell with required material components of “3A, 2P, M” would require three animal-based, two plant-based and one mineral-based materials.

SOMATIC (S): “*Somatic*” gestures are movements and physical expressions (e.g. weaving of occult patterns and sigils in the air) of the caster’s hand and arm. Casters must have at least one hand free (and empty, unless the game keeper decrees certain magic items related to the spell are exempt from this restriction) in order to perform somatic components of magic.

VERBAL (V): “*Verbal*” represents spoken incantations, blessings or curses. Casters who are unable to speak aloud (such as from being gagged, or magically silenced) cannot perform verbal components of magic. Deaf or deafened casters must perform a will save test before casting any spell requiring verbal components: if failed, they misspeak their words causing the magic to be interrupted and not cast (though the caster’s mana/psi is *not* expended).

D. Memorization

Before casting magic, casters must choose a number of spells/psionics to memorize, equal to or less than their magic primary trait number.

A caster can only cast the specific spells or psionics they have memorized. Casters may only memorize magic that they are eligible to cast normally (see page 66 about magic eligibility).

FOR EXAMPLE, a level 1 character with white mana may choose to memorize “detect evil” but not any second order or higher magic, nor spells of another form.

To memorize different spells/psionics (and forget previously memorized ones) takes one hour of concentration from the caster. After concentrating, players may choose which of the eligible spells or psionics they wish for their character to have “*memorized*”, and which have been replaced and “*forgotten*”.

Spell/Psionic Grades

Some extraordinary spells and psionics, in addition to being ranked by order, have up to five **Grades**. A grade is a measure of how well a caster comprehends and retains the details of the specific spell or psionic. Magic is considered generally the same between grades (e.g. the same name, form, effect, order, etc.), however the relative power and details of that magic may change from one grade to the next.

The five spell/psionic grades are:

- Grade I: Inceptive
- Grade II: Noviciate
- Grade III: Perennial
- Grade IV: Eminent
- Grade V: Master

The numerical notation is used to designate one spell grade from the other (e.g. “fireball I” and “fireball II”), although the grade title may be used at a player’s discretion (e.g. “perennial fireball”).

Typically, spell/psionic grades increase the amount of damage a magic inflicts, the number of HP or SP it heals, the duration it lasts or the range it can be cast. Some spells and psionics may have special effects associated with their grades. See the listed magic for details on its spell grade abilities.

For rules purposes, if a spell or psionic does not have one or more spell/psionic grades listed, it is assumed to be grade I.

Upgrading Spell/Psionic Grades

Characters always begin using magic at its lowest grade. Adventurers can use higher grade spells or psionics, in much the same way they acquire new magic (see page 66 for details on gathering magic). However, characters must be one additional experience level, of that of the magic’s order, for every spell grade they wish to use beyond the first.

FOR EXAMPLE, a character must be level 5 or higher to cast a 5th order spell. However, a character must be level 6 or higher to use the “novicate” grade of the same spell. They would need to be level 7 or higher to use the “perennial” grade, and so on.

Magic is treated the same from one grade to another, with the exception that characters must cast and use different grades of the same magic as if it was the same spell or psionic.

Magic Synergy

Rare forms of magic may grow in power and potency when other specific spells or psionics are cast within the same range and turn as the spell. Magic with this ability is known to have **Synergy** with other magic.

Magic Details

Each magic has a set of common values describing the capabilities of the spell or psionic:

FORM: “*Form*” refers to whether the magic is a spell, psionic or special magic type. In addition, form denotes the specific spell, psionic or special type (e.g. “black magic”, “light psionic”, “achromatic”, etc.). See page 65 for details on magic forms).

CAST COST: “*Cast Cost*”

In addition to the cast cost of magic, a caster must first “memorize” the spell or psionic prior to using it. See “using magic” for details.

Some magic has optional extra abilities that can be used by paying the listed cost at the time of casting that specific spell or psionic.

RANGE: “Range” is the maximum number of spaces a magic spell or psionic can reach from the caster.

A spell can be cast any distance up to its range number. A range of “caster” refers to the magic affecting only the character who cast the magic. Magic with a “caster” range will follow the caster unless stated otherwise. A range of “touch” means the magic will only work on who (or what) the caster touches as they cast the magic. For rules purposes magic with a range of “caster” or “touch” have a range of 0 and 1, respectively.

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 turns, minutes or rounds (see page 50 for details on time intervals). A spell or psionic is not cast until its full cast time has elapsed.

DURATION: “Duration” is the amount of time the spell will last before its effects end. Duration will be a number in turns, minutes, rounds, hours or even days. Some magic has a duration of “instant” which means it ends as soon as it begins. “Permanent” duration means the effect will last forever (unless disrupted or changed somehow).

Saving vs Magic

Victims of magic used as attacks may sometimes avoid or lessen the damage of a spell or psionic. Sometimes defenders may attempt to make a save test (see page 12 for information on saves) against the magic that targets them; in an attempt to use their fortitude, reflex or will to avoid the magic's effect. Targets of magic may only attempt to save against the magic if the spell or psionic specifically allows for the opportunity. If a character succeeds at their save attempt, the spell will deal $\frac{1}{2}$ damage (rounded down), have no effect or a different effect (specified by the magic).

MAGIC ORDERS & MANA/PSI COST

Magic Order	Min. Level Required	Mana/Psi Cost
0 th Order	Level 0	0 Mana/Psi
1 st Order	Level 1	1 Mana/Psi
2 nd Order	Level 2	2 Mana/Psi
3 rd Order	Level 3	3 Mana/Psi
4 th Order	Level 4	4 Mana/Psi
5 th Order	Level 5	5 Mana/Psi
6 th Order	Level 6	6 Mana/Psi
7 th Order	Level 7	7 Mana/Psi
8 th Order	Level 8	8 Mana/Psi
9 th Order	Level 9	9 Mana/Psi
10 th Order	Level 10	10 Mana/Psi

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 keeper can make for his or her own campaign.

Black Magic

Magic List (Alphabetical)

Below is a list of all the magic spells & psionics in *Open Adventure*—listed alphabetically.

Absorb Energy

CAST COST: ●● – Tier 2

RANGE: Caster

CAST TIME: 1 full-turn action

DURATION: 5 turns

The caster forms a protective glowing aura around their body that helps repel harmful energies.

Caster gains 1d6 points to all saves against temperature and radiation-based effects or conditions. Caster gains +1 defense against energy-based attacks or weapons that use fuel/energy.

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, referred to as **Combat**.

Initiative & Surprise

At the start of every encounter, all parties must determine which group heard or spotted the other party first—allowing the more perceptive party to react first and gain **Initiative**. If one party is aware of the other party's presence soon enough, they may choose to **Surprise** the other group.

Initiative and surprise are only checked once; at the beginning of an encounter. At the GK's discretion, he or she may determine that initiative and surprise are automatically granted to a particular party due to the circumstances of the situation, when the parties first met.

FOR EXAMPLE, *an adventuring party walking down a dark hallway with a bright torch or chem light would automatically lose initiative and become surprised by enemy NPCs hiding in the dark due to the light giving away their approach.*

To figure initiative, players should determine which character in their party is closest to an encountered NPC at the beginning of the encounter. If two or more characters are equidistant, the players may decide who amongst the nearest PCs or NPCs will make the initiative test. The character making the test will perform a perception test. The GK will elect one character from each NPC party or NPC type (GK's choice) to make a perception test as well. Depending on each party's test result, the following will occur:

1. The party with the highest perception test result wins initiative. All characters of that group may begin their turn first.

2. All other parties will compare their test result against that of the winner. If their perception test was 5 or more points less than that of the winning party, they suffer 1 surprise counter (see page 59).
3. If two or more perception test results are a tie, the party that rolled the highest number on their dice moves first. If there is still a tie, the PCs move first or there is a re-roll.

Each party will take their turn, starting with the party that won initiative, followed by the party with the second highest initiative test result and proceeding in a descending order until all parties have had a turn.

Declare Actions

After initiative, the first step to combat is to formulate a strategy and declare any actions the characters are about to undertake. Each player may discuss amongst the group what the best course of actions are 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 who will relay the plans to the game keeper.

The game keeper must decide beforehand what constitutes a valid declaration. Some GKs 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, perks or other abilities. Other game keepers, however, may only require a vague description with a general intention of what the PCs are wishing to accomplish.

Once the players have formulated a strategy for their adventuring party, the caller will declare to the game keeper the proposed actions (including movement, attacks, free, half-turn, full-turn and special actions) of each player character and retainer of the party.

COMBAT TIME LINE:

1. The 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 resolved.
2. The party with the next highest initiative test plays their turn (if they're surprised, their actions are skipped—otherwise go to step A).

FOR EXAMPLE, the caller player may declare “*Guld Novastar the renegade will move forward three spaces and attack the xergling with his laser rifle twice. Gaeriel Tull the cleric will begin conjuring up the ‘heal wounds’ spell.*”

Note that this step does not apply to the game keeper, and should not be performed by the GK during an NPC party's turn; but *should* be performed when the game keeper is playing as hireling or mercenary NPCs who are members of the adventuring party.

Resolve Actions

The second step to combat is to perform the actions that were declared in the previous step. Actions of the characters play out in any order chosen by the controlling players or (in the case of NPC parties) the game keeper.

On the player's turn, their characters *must* attempt to perform the actions declared during the “declare actions” step (see page 71).

If a declared action becomes invalid or impossible to perform (such as moving to a location that became occupied before the character could move to that space), the player may choose a new valid target for their character or the character may perform a new action of their choice.

FOR EXAMPLE, ‘*Guld Novastar*’ intended to take aim and attack a xergling 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. Because the target is no longer valid, Novastar may choose a new target to attack or select a new action instead.

Combat Actions

When combat is being played out the pace at which the in-game time unfolds lowers until it is in slow motion. This slowing of time allows for players to focus on each action of the characters—no matter how rapid—so as not to miss an important movement or maneuver. This slower pace of time is known as tactical time (see page 50 for details on tactical time).

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

Tactical time is resolved in a series of turns where each turn represents 6 seconds of in-game time. During combat characters can perform one of three types of actions:

- Full-turn Action
- Half-turn Action
- Free Action

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 certain spells or resolving certain conditions. For rules purposes, a full-turn action is considered to take 6 seconds to perform.

HALF-TURN ACTION: An action that takes half the time as a full-turn action. Characters can perform two half-turn actions in a single turn. An example of a half-turn action would be to perform one attack or move a number of spaces equal to the character's movement points.

For rules purposes, a half-turn action is considered to take 3 seconds of in-game time to perform.

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. Examples of free actions would be to yell a command or drop an item.

SPECIAL ACTION: Some 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, half-turn or full-turn actions while in combat.

If a character wishes to perform an action not listed, the GK 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 half-turn action. 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 page 72) and will be divided into multiple half-turn actions, full-turn actions, minutes, rounds or longer.

Characters may never perform a half-turn action then begin a full-turn action on the same turn.

COMMON COMBAT ACTIONS**Action****FREE ACTIONS**

Drop item / weapon

Lay prone

Speak

End spell / psi

HALF-TURN 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 tests

A full-turn action, as the name implies, requires an entire turn dedicated entirely to that action.

When performing actions during combat, characters 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 half-turn actions) on the same turn. The adventurer may choose to move a few spaces, attack, then finish their movement action.

Melee Attacks

Any character with a melee weapon may perform a melee attack. For unarmed attacks see below. Melee attacks must target characters adjacent to the attacker (unless their weapon has reach, see page 61). 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 dice 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 range. If the target is not within the range of the attack after the roll, then the attack is considered a miss. If the target is within range, the modifier from the dice roll is added to the character's 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 is using a weapon with a range of 5 which is increased to 8 because of a +3 roll. The defender is within range of the weapon—meaning she has been successfully attacked. The character has an attack of 7, resulting in an attack total of 10 ($7 + 3 = 10$). The defender has a defense of 6 resulting in the defender suffering 4 damage ($10 - 6 = 4$).

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 (note certain special weapons, such as brass knuckles, are an exception to this rule). Second, the attacking character may choose to attack their target with a **Kick** or a **Strike**. For clinching and wrestling, see page “wrestling”.

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

- **KICKS** are powerful hits to a defender using the attacker's feet and legs. Kicks give a +2 attack, but require a full-turn action to perform. If the attacker fails to deal 1 or more damage to the defender, the attacker suffers -1 defense until the end of the turn.
- **STRIKES** are fast and accurate punches and hits using an attacker's fists and arms. Strikes can be performed twice in a half-turn action (up to four times in one turn).

When performing an unarmed attack, the attacker only uses their dexterity primary trait as their attack number.

FOR EXAMPLE, a character with a dexterity 4 would have an attack 4 when attacking unarmed.

Wrestling

Adventurers and NPCs can choose to **Wrestle** and grapple with another character by performing an unarmed attack (this attack is not affected by kick or strike penalties, bonuses or effects). When wrestling, a character may try to force their opponent into a compromising position so they cannot move any further.

All characters involved in wrestling have one of four possible wrestling positions: free standing, clinching, take-down or pinned.

WRESTLING POSITIONS

Position

Free Standing

Clinching

Take-down

Pinned

Before wrestling; all characters involved are considered to be free standing. An attacker attempting to wrestle with someone must make an unarmed attack against the defender. If their attack would deal at least 1 point of damage, they change the defender's wrestling position from free standing to clinching, clinching to take-down or take-down to pinned, instead.

If a character's wrestling position is anything other than free standing, they cannot perform any actions except defend and perform unarmed attacks in response to being wrestled. A successful wrestle attack by the defender means they can either choose to lower their opponent's wrestling position by one status (from free standing to clinching, for example) or raise their own position by one status.

Character's wrestling positions raise and lower independent of one another.

FOR EXAMPLE, two characters are wrestling. The attacker has a wrestling position of clinching while the defender has a position of take-down. On the defender's turn the defender makes a successful wrestle attack against their enemy and chooses to lower their opponent's position one status to take-down as well.

A pinned character suffers from the helpless condition and cannot attempt to change their wrestling position any further unless released.

Martial Throws

When a character is wrestling with an enemy (see page 74 for rules on wrestling), and they perform a successful wrestle attack which would allow for them to change their enemy's wrestling position from clinching to take-down, they may choose to perform a **Martial Throw** instead. A martial throw allows a character to grab hold of their opponent and throw

them away from the attacker (and onto the ground).

Characters who are martially thrown immediately suffer a number of knockback counters equal to the number of points that the attacker's wrestling attack was higher than the defender's defense. Immediately after being thrown the defender must make a reflex save: If failed, they suffer crush damage the same as if they had fallen from the height of the attacker's head.

Combat Movement

Adventurers 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 half-turn action. A character may choose to spend a total of two half-turn actions moving up to twice their movement points (see details on combat actions on page 72).

Additionally, for every 1 stamina point spent on this effect, a character may move 1 additional space (even if they have spent all of 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 half-turn action. The character attacks an enemy with their second half-turn action, then chooses to spend 3 SP to move 3 additional spaces. However, characters cannot spend stamina points they do not have. See page 9 for more on stamina points.

Characters can move through spaces occupied by a friendly character, but never through spaces occupied by an enemy or other solid obstacles. Characters may move diagonally for the same cost of movement points as moving forward, backward, left or right, however characters may never move diagonally between two spaces occupied with barriers, obstacles or enemies.

Terrains and surfaces cost different amounts of movement points to enter, depending on their terrain type. See page 50 for details on movement.

Delayed Actions

Characters may choose to **Delay** one action until another character's turn. The character must first spend a half-turn action to delay their next action. Delayed actions can be performed during another character's turn.

Players are 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 character's next action.

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 performs another action (including moving 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.

Aimed Attacks

When an adventurer wishes to steady their aim in hopes of making a better attack, they may spend a half-turn action "aiming" before they make an attack roll. Once aiming, the next attack roll they make will be an **Aimed Attack**.

An aimed attack allows the aiming character the chance to hit a specific region on an enemy's body. After the attack roll but before combat damage is assigned, the attacker may roll 1d6 on the targeted body region table (see page 76). The attacker may spend any number of triumph points (see page 76) they have during their aimed attack to add or subtract 1 point from the total rolled for the body region roll—for each triumph point spent this way.

FOR EXAMPLE, a character spends a half-turn action to aim their musket at their enemy, then fires. The attacker gains +2 attack from the roll, giving the player 2 triumph points until end of turn. The player then rolls a 1d6 to determine where on the enemy's body the attack hits. The player rolls a 4 resulting in the attack targeting the enemy's torso. The player may spend up to 2 of their triumph points to add or subtract a maximum of 2 points from the body region roll.

An aimed attack can automatically be delayed until one or more of the following events occur:

- The aiming character loses 1 or more HP
- The aiming character performs another action (including moving 1 or more spaces)
- The aiming character changes, drops or loses control of their weapon (melee or ranged attack)
- The aiming character performs the aimed attack

Dodge

Characters may attempt to **Dodge** an incoming attack that target them. When dodging, the defender may force one attacker who is attacking them to make two attack rolls instead of one. The defender chooses which of the two attack rolls the attacker must use.

Dodge actions are considered half-turn actions, and may automatically be delayed up to the start of the dodging character's next turn or until one or more of the following events occur:

- The dodging character loses 1 or more HP
- The dodging character performs another action (including moving 1 or more spaces)
- The character performs their dodge action

Prone Position

A character may lay flat on their stomach or back (in a prone position) as a free action. See page 59 for details on the "*prone*" condition. Standing up from a prone position is considered a half-turn action.

Sneak Attacks

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

To perform a sneak attack, a character must first:

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

After the attack roll but before combat damage is assigned, the sneaking character may roll 1d6 on the body region table (see page 76). The attacker may spend any number of triumph points (see page 76) they have during their attack to add or subtract 1 point from the total rolled for the body region—for each triumph point spent this way.

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 the attack is a sneak attack, the attacker gains +2 attack for a total of 10. The attacker deals 3 damage which is automatically doubled to 6 damage.

Running Tackle

Characters may attempt to bull-rush an opponent in an attempt to tackle them to the ground or off a ledge. To make a **Running Tackle**, a character must first move in a straight line at least 4 spaces then immediately make a wrestling attack against the defender. If the wrestling attack is successful, the attacker may either:

- Change the defender's wrestling position by two statuses instead of one
- Knock back the opponent 2 spaces (see page 72 for details on the knockback ability)

Running tackle is different from—and should not be confused with—the "charge" combat ability.

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 dual-wielded 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 light machine gun may choose to attack with either weapon on their first attack. If they choose to make a second attack during their turn, they can attack with the other weapon or continue using their first choice.

The player must declare which weapon is being used before the attack roll is made.

Temporary Damage

A weapon may be used to bear down or subdue, rather than kill, an enemy. If a character chooses to inflict **Temporary Damage**, they must first declare to the GK that they are doing so before the attack roll is made.

Once declared, any HP normally lost from attack damage results in a loss of stamina points, instead.

★ Triumph Points

Triumph Points (TP) are special points characters can use to “buy” bonuses during combat. Triumph points can be used on weapon, armor and item abilities as well as certain talents (see the **INTERMEDIATE RULEBOOK**).

FOR EXAMPLE, character with 2 triumph points wielding a sniper rifle may use the weapon ability that reads “★★: +1 damage” (this means 2 TP may be spent to inflict +1 damage for that attack).

For every +1 rolled on a standard roll during an attack, that attack gains 1 triumph point until end of turn. Only +1's from attack rolls provide triumph points. Negative modifiers from attack rolls do *not* give an attacker triumph points.

FOR EXAMPLE, a character makes an attack and rolls +2. They would receive 2 triumph points until end of turn. On their next attack they roll -1. They would receive no triumph points.

Character bonuses such as skill points, perks, save bonuses, etc. do *not* provide triumph points—unless specifically listed as doing so (such as the warrior's bonus +2 triumph points gained during character creation).

FOR EXAMPLE, a character with a +3 attack from a special ability would not automatically receive triumph points because of that bonus.

Unused triumph points disappear at the end of the turn. Similarly, any effects gained from the use of triumph points only last until the end of the turn.

Targeting Specific Body Regions

At the GK's discretion, characters' attacks may strike a particular spot or region on an enemy's body.

BODY REGION

Roll	Body Region	Damage Modifier
1	Left Leg / Foot	1x damage
2	Right Leg / Foot	1x damage
3	Left Arm / Hand	½x damage
4	Torso	1x damage
5	Right Arm / Hand	½x damage
6	Head	2x damage

Before combat damage is assigned, the attacker may roll 1d6 and consult the table below.

Depending on the location hit, the amount of damage inflicted may be doubled, reduced by half or remain the same (see the table above). Adventurers who perform an aimed or sneak attack have the option to spend triumph points from their attacks to add to or subtract from this roll. See aimed attacks and sneak attacks on page 75 and 75, respectively.

Helpless Characters

Helpless characters are PCs or NPCs in a position that prohibits them from defending themselves. When a character is unconscious (see page 59), bound or pinned from wrestling (among other situations), they are considered helpless.

See page 59 for details on the helpless condition.

Defensive Cover from Attacks

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

1. Full Cover (blocks line of sight)
2. Partial Cover (defender gains +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 underwater, the defender would also receive +2 defense.

Refer to page 53 for details about line of sight, and how blocking objects can affect cover. Page 53 covers rules about illumination and its affects 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 head, 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's head would still be higher.

Characters cannot engage in melee or unarmed attacks with an opponent 3 or more spaces higher than they are tall unless their weapon has the reach ability.

EXAMPLE COMBAT

Four player characters, Tylo Alon the mercenary (1st level marksman), Amida the pirate (2nd level warrior), Jafan the bounty hunter (1st level scout) and Coria Waldas the medic (2nd level healer) enter a room through a secret entryway which was detected and opened by Amida. The room appears to be an empty mechanic's workshop. While they are searching it, a second secret panel (which Amida did not find) opens and the first pair of 12 insectoid privateers walk in.

The GK checks for surprise & initiative: since Coria was closest to the secret panel when the privateers walked in, she rolls for the party and gets a +4 to her perception of 6 giving her 10 total. The privateers roll a 5. Since the privateers were 5 or more points less than Coria, they receive 1 surprise counter. The insectoids must skip their first turn before acting because of the surprise condition.

The insectoid privateers stare in surprise at the party for a moment. Since Amida is the only member of the party who speaks insectoid, the party elects her as their spokeswoman. She quickly warns Coria that she may have to use her "pyrokinesis" psionic.

Even though combat has not begun yet, the situation is dangerous enough for the characters that the game keeper asks the players to declare their actions before resolving; and for the characters to act out all of their actions in tactical time. After a moment of discussion, the party decides on their actions and tells the game keeper their plan:

Amida goes first, spending her turn stepping forward with both hands empty, in a token of friendship, and says in the insectoid language "Greetings, noble merchants of this derelict space station; can we help you?". Coria decides to go second by concentrating on her pyrokinesis psionic. The rest of the party spends their turns moving to form a defensive line across the room (making sure they don't get caught in the psionic's affected area).

On the insectoid's turn the GK decides that Amida's open hands and diplomatic words in the insectoid's native language is worth +1 when checking reaction. The GK secretly rolls a charisma test on Amida's behalf. Unfortunately the GK rolled a 4 which, even after adjusted to 5, is not a good reaction. The insectoids draw their weapons—but do not attack. They do, however, move aside as two more insectoids enter the dusty workshop.

The largest of the insectoids shouts in his native language "Go away! We claim this station and all valuables found within as our property!"

"It's okay, Koobis sent us," Amida answers.

"Huh?" the insectoid wittily responds.

The GK rolls a new reaction test after 1 minute of game time has elapsed; this time with no adjustments. The roll is a 3, so the insectoids attack the party with weapons in hand.

On the privateers' turn, the insectoid closest to the party spends a half-turn action to move next to Amida. It spends its second action to attack Amida with a crowbar. The game keeper makes a standard roll and receives a +3. The insectoid's strength 7 with a hand claw of 3 damage and the dice roll of +2 adds up to an attack of 12 ($7 + 3 + 2 = 12$). Amida's dexterity of 4 and adaptive nano armor of 5 toughness gives her a total defense of 9 ($4 + 5 = 9$). Since the insectoid's attack was 3 points over Amida's defense, Amida suffers 3 points of damage. Amida's HP drops from 16 to 13 HP.

The second insectoid takes aim and fires its sub-machine gun at Tylo. The GK rolls a -1 which is subtracted from the insectoid's attack of 9 for a total attack of 8. Tylo has a defense of 8 as well; meaning no damage is inflicted. However, the insectoid still has one more half-turn action remaining for this turn; which it spends shooting at Tylo again. This time the game keeper rolls a +2. The dice roll is added to the insectoid's attack of 9 for a total of 11—enough to inflict 3 points of damage. Tylo changes his HP from 7 to 4 HP total.

The third insectoid spends an action moving across the workshop towards Jafan, and another action attacking Jafan with a shock gauntlet. However, the game keeper rolls a -5 which is subtracted from the insectoid's unarmed attack of 10 for a total of 5. Since Jafan's defense is greater than 5, no damage is inflicted.

The fourth insectoid, possessing a shotgun, decides Jafan must be destroyed. The privateer takes aim and shoots at Jafan from where it stands, trying not to hit the machinery strewn throughout the room. The game keeper rolls a 0 for the insectoid's attack. This means no points are added to or subtracted from the insectoid's normal attack of 7. However, Tylo has a defense of 8 allowing him to dodge out of the path of the flying bullets. The insectoid tries attacking Jafan again but the GK rolls a -1 and misses.

Now the players begin their turn. After a minute of discussing strategy; the players declare their characters' actions:

Tylo Alon, deciding to move first, has a chaingun ready to fire.

EXAMPLE COMBAT (CONTINUED)

He moves 4 spaces back towards the entrance of the room (and away from the insectoids) then takes aim at one of the bug-men and pulls the trigger!

Tylo has a perception of 5 and a chaingun with 4 damage, giving Tylo an attack of 9. Tylo rolls a -2, reducing the range of his gun from 9 to 7 (still within range of hitting his opponent who is 4 spaces away). The -2 also reduces Tylo's attack from dealing 9 damage back down to 7 damage. The privateer's defense is 9, causing Tylo to miss his target.

Jafan, with his tri-blade axe in hand, decides to flank the insectoid currently locked in battle with Amida. But first Jafan must spend an action to move next to the alien-bug. After Jafan is within striking range, he rolls a +1, increasing his attack of 10 to 11. The privateer never saw the attack coming! Its defense of 7 barely held back the assault from Jafan's axe as the insectoid is cleaved into two pieces.

Since Amida was planning on attacking the same insectoid that was destroyed this turn, her declared action is no longer valid. She now has the chance to choose a new set of actions; which she spends moving towards the doorway from which the insectoids entered the workshop.

On Coria's turn, she decides enough is enough—the bugs must be stopped. She unleashes her pyrokinetic psionic on an area 4 (four spaces wide and four spaces long) region, causing the chosen spaces to ignite in intense heat. The square region chosen by Coria has two insectoids standing in it; meaning they'll be affected by the magic. However, Jafan is also in one of the spaces of the area 4 region and therefore must also suffer any consequences of the psionic. Coria marks off that she spent one dark psi point to cast her magic.

The psionic "cryo/pyrokinesis" inflicts 1d6 cold or heat damage to any characters within the affected spaces. The two privateers roll 2 and 3 damage. Jafan rolls a 3 for damage. Each character may make a reflex save; allowing them to reduce the damage suffered by half (rounded down), if successful.

The first insectoid and Jafan pass their reflex save, reducing the damage they suffer to 1 for both. The other insectoid, however, fails its test and is forced to suffer all 3 points of damage from the psionic, dying in the process.

On the privateer's second turn, four more insectoids push by Amida and enter the room. The last of the four bug-alien spends its second action attacking Amida with its gun. Pulling the trigger, the gun fires at Amida.

The game keeper makes a roll of -1 which reduces the privateer's attack of 9 to an attack of 8. Amida's resilient nanosuit armor deflects the bullets and prevents any damage from getting through.

On the player characters' next turn, the party declare their actions to the GK: Tylo spends a half-turn action running up to the closest privateer beside him then, with his last half-turn action for that turn, shoots the creature with his chain-guns.

Tylo rolls a +2, increasing his attack to 11. In addition to dealing 1 point of damage to the insectoid, Tylo has gained 2★, from the +2 roll, until the turn ends. Tylo's chaingun has a special ability that reads ★★: Burst Fire". This ability allows for Tylo to spend 1 additional ammo to perform an extra attack against the insectoid. He is attacking; as long as he deals 1 or more points of damage that turn. Tylo decides to use his weapon's special ability, spending the triumph points as needed, causing the insectoid to become stunned. A stunned character can only perform one action per turn until they spend a half-turn action to remove a stun counter; and all stun counters have been removed this way.

Amida spots a large lever that looks like it might move a machine in front of the passageway the insectoids are entering. If her guess is correct, she may be able to block any more insectoids from joining the fight! She decides to use a perk of hers called "Sprint" that allows her to spend a ⚡ to double her movement points until end of turn. She uses both of her half-turn actions to move 13 of the 20 movement points available to her from her sprint perk (5 MV x 2 actions x 2 sprint = 20 MV). Amida hurries across the workshop to the location of the lever in what she hopes will end the battle against the insectoids; in her favor.

Meanwhile Coria spends her entire turn casting the "reduce injury" psionic onto Jafan to help protect him from any damage he may receive in the next 5 turns.

Lastly, Jafan drops his axe and spends a half-turn action equipping his meteor hammer weapon. On Jafan's next turn he will be able to use his new weapon which has special sweep, reach and knockback abilities.

As the insectoids begin their next turn; combat will continue in this method. Each side takes a turn moving, attacking and performing other actions.

Will Amida find the correct lever to prevent the insectoids from entering the room? Will Jafan's new weapon prove decisive in battle? Who will be victorious, and who will be defeated?

Glossary

Acronyms

AP – “Alignment Point”

ATK – “Attack”

BIEM – “Basic, Intermediate, Expert and Master”

CC – “Copper Coin” and “Core Credit”

CHA – “Charisma”

CP – “Character Point”

DEX – “Dexterity”

DFS – “Defense”

GC – “Gold Coin” and “Galactic Credit”

GK – “Game Keeper”

GKR – “Game Keeper's Rulebook”

HP – “Health Point”

INT – “Intelligence”

LOS – “Line of Sight”

LP – “Language Point”

MAG – “Magic”

MP – “Mana Point”

MV – “Movement Point”

NPC – “Non-Player Character”

PC – “Player Character”

PER – “Perception”

PSI – “Psi Point”

SC – “Silver Coin” and “Star Credit”

SP – “Stamina Point”

STR – “Strength”

TN – “Target Number”

TP – “Triumph Point”

VIT – “Vitality”

WT – “Weight”

XP – “Experience Point”

Ability – A special ability that is associated with a weapon, item, armor and so on. See condition.

Advantage – The act of making two standard rolls and choosing the more favorable one. See standard roll.

Adventure – A gathering of players and GK that come together to play a session of *Open Adventure*.

Aim – A type of attack where a character attempts to hit a specific part of their opponent's body.

Alignment – A broad generalization of a character's

moral and ethical beliefs, actions and personality.

Archetype – A set of patterns or stereotypes that define a general classification of characters; related to their strengths, weaknesses and special abilities. See perk and focus.

Area – A region of spaces with a defined length and width. Effects & abilities that target an area will also target any characters or objects within that area.

Armor – A defensive outfit worn by characters or structure for buildings, vehicles and other items used to protect against incoming attacks. See toughness.

Assist – The act of one character making a skill test in hopes of succeeding and providing a +1 to help another character succeed at a related skill test.

Astronomical Map – A map where 1 space represents 1 exameter in area. See scale.

Attack – The amount of attack power a character can inflict. See secondary trait.

Caller – One player designated to act as a spokesman for the players. The caller informs the GK what each of the player characters are doing during the game.

Campaign – A series of related adventures that the party explores to complete one or more quests.

Cast Cost – A number of mana or psi points that must be spent for a magic spell or psionic to be cast. See mana and psi.

Caster – A character that uses magic. See magic.

Character – See player character and non-player character.

Character Point – Points that make up the numerical values of the seven primary traits. See primary trait.

Character Record Sheet – A sheet of paper that keeps track of a character's trait and stats.

Coin – A form of currency for fantasy-based games. There exists three types of coins: copper, silver and gold. 100 coins weights 1 weight. Also see credits.

Colorless Magic – Magic that does not require specific mana or psi points to be spent in order to cast. See magic.

Combat – A fight or battle involving player characters and/or NPCs.

Condition – An effect that afflicts one or more characters by helping or hindering them. See ability.

Contour Line – A line drawn on a map to denote elevation gain or loss. See map.

Copper Coin – The lowest denomination of currency found in fantasy adventure games. 100 copper coins is worth 1 silver coin.

Core Credit – The lowest denomination of currency found in science fiction adventure games. 100 core

credits is worth 1 star credit.

Cover – An object or place of protection from incoming attacks. There are three general types of cover: full cover, partial cover and no cover.

Credit – A form of currency for science fiction based games. There are three general types of credits: core, star and galactic. 100 credits weights 1 weight. Also see coins.

Day – A measure of time made up of 24 hours of in-game time. See time interval.

Defense – The amount of defensive power a character can use to negate an incoming attack or damage. See secondary trait.

Delayed Action – The act of intentionally waiting before performing an action (usually during another character's turn).

Dodge – The act of attempting to lower the amount of damage a character suffers by dodging out of the way.

Doff – The act of taking off clothes or armor. See don.

Don – The act of putting on clothes or armor. See doff.

Dual-Arch – A combination of two archetypes. See archetype.

Damage – A number of points that reduce the targeted character's health points. See health point.

Damage Resistance – A character's ability to resist damage. Can be "vulnerable", "weak", "normal", "strong" or "immune". See damage type.

Damage Type – Different characteristics of damage that form various types. Can be "biological", "elemental", "energy", "kinetic", "psionic", "spell" or one of the many subtypes. See damage resistance.

Duration – A measure of time denoting how long an ability, effect, condition or magic lasts before its effects disappear.

Encounter – The instance when one or more player characters meet an NPC (either friendly or unfriendly). See combat.

Enemy – An unfriendly NPC; often willing to fight one or more of the player characters. See combat.

Experience Level – An indication of how powerful a character has become by collecting experience points. Characters start at level 0 and can be promoted up to level 10. See experience point.

Experience Point – A number of points earned by defeating enemy NPCs, finding treasure and completing quests. Earning experience can lead to a character being promoted to a higher level. See experience level.

Perk – Special abilities that one or more particular characters can take advantage of due to their race or

species.

Focus – Seven characteristics that provide bonuses to characters. Each race and species has three eligible focus for players to choose.

Fortitude – See save.

Free Action – An action that takes a negligible amount of time to perform. See special action.

Full Cover – The effect of objects and obstacles completely obscuring an attacker from seeing or attacking a defender. Blocks line of sight.

Full-turn Action – An action that takes a full turn to perform. See half-turn action.

Galactic Credit – The largest denomination of currency found in science fiction adventure games. 1 galactic credit is worth 100 star credits.

Game Keeper – The player that takes on the role of a host, narrator, referee and actions of the NPCs. A GK creates theme, story and plot for an adventure.

Gold Coin – The largest denomination of currency found in fantasy adventure games. 1 gold coin is worth 100 silver coins.

Golden Rule – Important rules of *Open Adventure* that should always be followed.

Guild Language – A secret language spoken between members of the same guild. See language.

Half-turn Action – An action that takes half a turn to perform. Two half-turn actions can be attempted in one turn. See free action.

Health Point – A number of points that represent how many points of damage a character can suffer before dying. Also see stamina point.

Hireling – An affordable but untrustworthy retainer. See retainer.

Hour – A measure of time made up of 1 hour of in-game time. See time interval.

Improvised Weapon – An ordinary object a character uses as an impromptu weapon.

Initiative – The order in which parties of characters take their turns to perform actions during combat (such as move or attack). See combat.

Kick – A type of unarmed attack that uses legs and feet. It requires a full-turn to perform. See strike.

Language – The type of linguistic means of communication between different types of races and species. See language point.

Language Point – A number of points which represent the fluency a character has for a specific language.

Language Test – A test a character may perform to determine if they understand a written or spoken language. See language point and skill test.

Level – See experience level.

Line of Sight – The effect of being able to draw a straight line from one or more corners of the space a character occupies to one or more corners of the space their target occupies. See partial cover and full cover.

Local Map – A map where 1 space represents 1 meter in area. See scale.

Magic – Extraordinary powers characters who have an affinity for magic can use. See spell and psionic.

Mana – Magical spell points that can be spent to cast spells. See psi.

Map – A representation of the surrounding area a party of characters explore. See scale.

Mapper – A player whose responsibility is to draw a map and floor plans of the area or structure that the PCs are exploring.

Marching Order – The physical order or layout of the characters when traveling, exploring, fighting, etc.

Martial Throw – A type of unarmed attack that involves grabbing and throwing a character. See wrestle.

Meal – Enough food to feed a character. See morsel.

Melee Weapon – A weapon used in close range combat (such as a sword).

Mercenary – An expensive but trustworthy retainer. Works in teams.

Minute – An interval of time that is made up of ten turns. See vigilance time.

Morning – The first one-third of a day, made up of 8 hours. See time interval.

Morsel – Food measuring 1/5th of a meal. See meal.

Movement Point – A number of points which represent the number of spaces a character can travel on a local or overland map.

Multicolored Magic – Magic that requires two or more different types of mana or psi points to be spent in order to cast. See magic.

Night – The last one-third of a day, made up of 8 hours. See time interval.

Non-Player Character – A character that is not played by any players, instead by the game keeper.

Noon – The middle one-third of a day, made up of 8 hours. See time interval.

Overland Map – A map where 1 space represents 1,000 meters in area. See scale.

Partial Cover – The effect of objects and obstacles partially blocking line of sight from an attacker to a defender. Provides a defensive bonus to the defender.

Party – A group of two or more characters (either PCs and/or NPCs).

Player – A person playing the *Open Adventure* game who controls one or more player characters.

Player Character – An imaginary character/avatar whose actions and role are controlled by a player.

Primary Traits – The seven base traits of every character (“strength”, “perception”, “intelligence”, “dexterity”, “charisma” “vitality” and “magic”).

Profession – A specialty, job or career of a character within the *Open Adventure* game.

Prolonged Time – A measure of time used when characters are engaged in activities spanning over a long period of time. Represents 1 hour of in-game time.

Psi – Magical psionic points that can be spent to cast psionics. See mana.

Psionic – A type of mental magic that comes in two types: light psionics and dark psionics.

Quartermaster – A player whose role is to keep track of any equipment, money or treasure owned collectively by the adventuring party.

Race – A species type of different fantasy races.

Ranged Weapon – A weapon used in long range combat (such as a gun).

Reaction – The way an NPC responds to meeting a character or party of characters. May be friendly or lead to combat or subterfuge on the NPC's behalf.

Reflex – See save.

Rest – The act of a character not engaging in strenuous activities or lifting objects of heavy weight.

Retainer – An NPC hired to work for a character.

Roll – The act of rolling dice (usually two six-sided dice opposed). See standard roll.

Round – A measure of time made up of 10 minutes of in-game time. See time interval.

Routine Time – A measure of time used when characters are engaged in general activities. Represents 10 minutes of in-game time.

Running Tackle – A type of attack where a character attempts to run into and either push aside or grapple their opponent. See attack.

Save – A means for a character to avoid ill or dangerous affects. There are three general saves: “fortitude”, “reflex” and “will”.

Scale – The scope of a map and measure of how many meters one space represents.

Secondary Trait – The 12 traits which are based off a character's primary traits (“health”, “stamina”, “skills”, “language”, “fortitude”, “reflex”, “will”, “melee attack”, “ranged attack”, “unarmed attack”, “defense” and

"mana"/"psi").

Shield – A physical partition used to obscure the adventure secrets and game keeper's rulebook from the view of the players. Also known as a "game keeper screen".

Short Rest – The act of resting for one hour at a time. Restores lost stamina points.

Silver Coin – The common currency found in fantasy adventure games. 100 silver coins is worth 1 gold coin.

Size – A height and body type of a character.

Skill Point – A positive or negative modifier applied to a primary trait whenever that trait is tested for a skill. See skill test.

Skill Test – A test to determine if a character succeeds at a skill or action they wish to attempt.

Sleep – The act of a character resting for the night.

Sneak Attack – A type of attack where a character attempts to get close to their enemy before attacking with a bonus. See attack.

Space – A unit of length usually equaling one meter. Used to determine area and volume.

Specialist – An expert or professional NPC who can be hired to assist player characters. See retainer.

Special Turn – A turn that takes longer to perform than a full-turn, half-turn or free action.

Species – A racial type of science fiction creatures.

Spell – A type of magic that comes in five types: black magic, white magic, blue magic, red magic and green magic.

Stamina Point – A number of points that represent how many points of stamina the character can spend before being depleted of stamina. Stamina points can be spent to move additional spaces and use special abilities. Also see health point.

Standard Roll – The act of rolling two six-sided dice (one white and the other black). Treat the white die as a positive number and the black die as a negative number. The two dice cancel each other out. The remainder is a positive or negative modifier that gets applied to whichever trait is being tested. Also known as a "1d6-1d6" roll.

Star Credit – The common currency found in science fiction adventure games. 100 star credits is worth 1 galactic credit.

Stellar Map – A map where 1 space represents 1 megameter in area. See scale.

Strike – A type of unarmed attack that involves hitting with fists, elbows and arms. Takes a half-turn to perform. See kicks.

Subrace – A particular subtype of a race or species. See subracial characteristic.

Subracial Motive – The characteristics, focus and general influence of a subrace.

Surprise – During initiative tests, one party of characters can become surprised to see another party of characters. See initiative.

Tactical Time – A measure of time used primarily during combat. See turn.

Target Number – The number a player must meet or beat when making a test of a character's traits. See skill test.

Temporary Damage – The option of inflicting stamina point damage rather than health point damage in an attempt to subdue (and not kill) an opponent. See stamina point.

Thrown Weapon – A medium range weapon used during combat by throwing the weapon as a projectile (such as throwing stars).

Tier – A measure of how powerful a spell or psionic is when using it. If a character has mana or psi of the same magic type, they may cast a spell or psionic with a tier equal to or less than their current experience level. See magic.

Time Interval – A measure of time and its speed used to focus on individual character actions or to speed over long periods of time.

Toughness – The amount of a piece of armor can help negate an incoming attack. See defense.

Triumph Point – Bonus points awarded for rolling +1's during an attack roll. Can be spent on weapon, armor and other item abilities during combat.

Turn – A length of time measured as 6 seconds of in-game time. See tactical time.

Unarmed Weapon – A weapon that can be worn to assist in unarmed attacks (such as brass knuckles).

Vigilance Time – The speed of how fast in-game time ticks by with one interval being 1 minute. Vigilance time is used when PCs are in a dangerous area (but not in combat) and wish to be cautious. See minute.

Volume – A region of spaces with a defined length, width and height. Effects & abilities that target a volume will also target any characters and objects within that area.

Weight – A measure of how heavy and bulky something is. 1 weight is equal to 1 kilogram.

Will – See save.

Wrestle – A type of unarmed attack involving clinching, grappling and take downs. See unarmed attack.



Character Record Sheet

Character's Name: _____ Archetype(s): _____

Race: _____ Subrace: _____

Level: _____ XP: _____

Age: _____ Size: _____

Guild: _____ Profession: _____



STRENGTH

strength skills



PERCEPTION

perception skills



INTELLIGENCE

intelligence skills



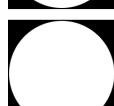
DEXTERITY

dexterity skills



CHARISMA

charisma skills



VITALITY

max health max stamina



MAGIC

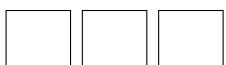
∅ ⚖ ⚙ ⚛ ⚜ ⚤ ⚥ ⚦ ⚧ ⚨ ⚩ ⚪ ⚫

WEAPON

ARMOR

PERKS & TALENTS

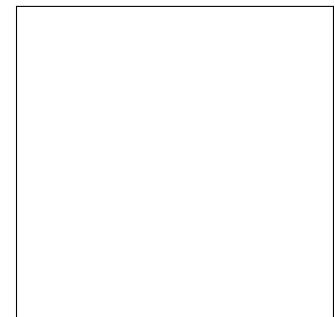
tactical vigilance prolonged



MOVEMENT

LANGUAGES

ALIGNMENT



character sketch



REACTIONS



INITIATIVE



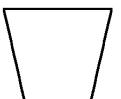
ATTACK



DEFENSE



HEALTH
POINTS



STAMINA
POINTS



FORTITUDE



REFLEX



WILL

EQUIPMENT CARRIED

ITEM

ABILITY

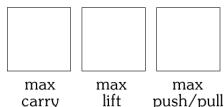
WT. COST

SPELLS & PSIONICS

TIME

RANGE

COST



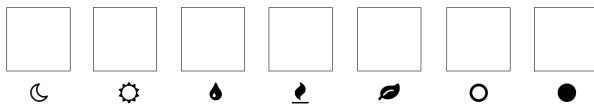
TOTAL: _____ /

APPEARANCE

Gender:

Hair:

Eye(s):



CONDITIONS, INJURIES & ILLNESS

PERSONALITY

Religion:

Deity(s):

BACKGROUND / HISTORY

Origin:

Tech Level:

MONEY & TREASURE

As a result, the first step in the process of creating a new model is to identify the variables that are likely to influence the outcome. This can be done through a variety of methods, such as reviewing existing literature, consulting with experts in the field, or conducting surveys and interviews with potential users. Once the variables have been identified, they can be used to develop a conceptual model of the system. This model can then be refined through iterative testing and validation, until it accurately represents the real-world system.

Open Adventure

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

OPEN ADVENTURE has never been easier to play than now! This rulebook contains all the rules necessary to begin playing and running your own adventure today. The rules have been written and organized so that people who have never played before can begin playing with minimal preparation and supplies. OPEN ADVENTURE can be played by any young adult age 10 and up. The entire family will enjoy exploring every facet of the game as they set out to complete their own OPEN ADVENTURE. With hundreds of features, including:

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- Comprehensive lists of over 85 weapons, 30 armors, and a multitude of expedition gear and magic symbols
- Over 45 fun-filled perks for personalizing a player character's capabilities and your own unique play style
- Over 25 conditions and 20 combat abilities insure dramatic battles are always exciting
- 19 different races and species—with the option of creating your own or using one not listed in the rulebook
- Over 125 magical spells and mysterious psionics allows characters to harness supernatural powers to overcome the perils of the game

...no two adventures will ever be alike! If your character is smart enough and strong enough, they'll discover treasure and wealth beyond imagination! However, the journey will not be an easy one and is not for the faint of heart. Death may come easy to those who do not think. Beware; for your character has less than a 20% chance of survival...

Thus warned, shall ye enter? If so—grab some dice, your friends or family and discover where your open adventure of the imagination will take you tonight!



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