

FOR PLAYERS
AGES 10 & OLDER!



Open Adventure™

Official Basic Game Rules

By Kyle Mecklem



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



Gallivanter Games

Open Adventure® and OA® are registered trademarks owned by Gallivanter Games.

Open Adventure™

FANTASY & SCIENCE-FICTION ADVENTURE GAME



Final Author and Editor-In-Chief: Kyle Mecklem

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

Illustrations: Christopher Cortright, Kyle Mecklem, Rusty Hatfield

Artwork is released under Creative Commons BY-SA. OSR logo is copyright 2011 Stuart Robertson, and does not endorse Open Adventure.

Special Thanks: Gary Gygax, Dave Arneson, Aaron Allston, Dave Cook, Tom Moldvay, Frank Mentzer, Rob Kuntz, and the role-playing community.

© Gallivanter Games 2017; OA is published under a Creative Commons Attribution CC BY 4.0 license. Illustrations and icons © their respective artists, used with permission.



DOWNLOAD, DISCUSS, AND DEVELOP THE OPEN ADVENTURE GAME AT: <http://gallivanter.games>

First Printing–December 2017–v.1.1

ISBN 978-1-329-08108-6

TABLE OF CONTENTS

Table of Contents.....	i
Forward.....	ii
Chapter I: Introduction.....	1
How to Use This Book.....	1
How to Play.....	2
Player Setup.....	2
Roles & Responsibilities.....	2
Game Setup & Preparation.....	3
Object Of The Game.....	3
Game Play.....	3
Golden Rules.....	4
How To Use The Dice.....	4
Universal Dice Mechanic.....	5
Advantage & Disadvantage.....	5
Proficiency & Ineptitude.....	6
Dice Alternatives.....	6
Primary Abilities.....	7
Secondary Abilities.....	9
Health ↗.....	9
Stamina ↘.....	9
Skills.....	10
Language.....	14
Cants.....	15
Saves.....	15
Fortitude (FORT).....	15
Reflex (REF).....	15
Willpower (WILL).....	15
Damage Resistance.....	16
Reactions.....	16
Valor.....	17
Wisdom.....	17
Initiative.....	17
Attack & Defense.....	17
Magic Points.....	18
Independent Abilities.....	18
Alignment.....	18
Perks.....	21
Speed.....	21
Talents.....	22
Chapter II: Character Creation.....	24
I. Select A Species & Race.....	25
II. Growth: Choose A Trade & Profession.....	30
III. Revelation: Choose An Archetype.....	34
Arcanist.....	35
Disciple.....	36
Scout.....	36
Warrior.....	38
IV: Additional Character Details.....	39
V. Customize the Character.....	41
VI. Fill in the Numbers.....	42
Chapter III: Equipment & Services.....	46
Money.....	46
Equipment.....	47
Equipment Information.....	47
Special Symbols.....	47
Technology Levels.....	47
Weaponry.....	48
Fantasy Ranged Weapons.....	50
Science-Fiction Melee Weaponry.....	51
Armor.....	53
Shields.....	54
Equipment.....	55
Clothing.....	55
Food & Provisions.....	56
Exploration & Survival.....	57
Tools.....	57
Communications.....	58
Science & Sensors.....	59
Medical.....	59
Covert Ops & Security.....	59
Black Market Goods.....	59
Containers.....	60
Magic Symbols.....	60
Services.....	60
Retainers.....	61
Chapter IV: The Adventure.....	62
General Game Rules.....	62
Beginning the Adventure.....	63
Adventure Rules.....	63
Maps, Spaces & Scale.....	63
Elevation.....	64
Distance, Area & Volume.....	64
Time Measurement.....	65
Movement & Travel.....	66
Character Postures.....	67
Terrains.....	68
Weight & Encumbrance.....	69
Planetary Gravity.....	71
Falling.....	71
Rest & Recuperation.....	72
Long Rests.....	72
Sleep.....	72
Short Rests.....	72
Natural Healing.....	72
Line of Sight.....	73
Cover.....	73
Concealment.....	73
Illumination.....	74
Fire & Flame.....	74
Outer-Space Vacuum.....	75
Damage Types.....	75
Conditions.....	77
Gaining Experience Levels.....	81
Character Actions.....	82
Initiative & Surprise.....	88
Combat Actions.....	90
Order of Actions.....	91
Nonlethal Damage.....	95
Combat Abilities.....	96

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 expeditions 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 expedition. The rules provided to you are a framework in which you can build a game of simplicity or extraordinary complexity—your own imagination and free time are your only real limiting factors, and the fact that you're reading these rules suggests you're 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 an expedition begin slowly, following the steps outlined within this book, so as to avoid becoming too bogged down with unfamiliar rules and details. Your expedition should build naturally, at the pace best suited to the referee and players, smoothing the learning curve for all involved.

Old rules can be thrown out, and new ones substitute their place as to keep the game fresh with different situations, ideas, and options. 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'll have a living game.

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

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

Kyle Mecklem

Kyle Mecklem

29 October 2014

CHAPTER I: INTRODUCTION

OPEN ADVENTURE is a role-playing game for persons 10 years of age or older. In the game rules, individuals play characters in a medieval fantasy or science-fiction world where super powers and magic are real, and heroes & 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.

OPEN ADVENTURE (OA) is best played with two or more people, 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 & 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 by reading this first chapter of the book. You are not required to memorize all the rules of this game—that would take far too long. 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 Host’s Rulebook (GHR)*, provides all the details needed to play the OPEN ADVENTURE game. With these rules you can create a fantasy or science-fiction character, and embark on your first adventure to uncharted frontiers of an imaginary world.

The *GHR* should only be read and used by the player who chooses to take on the role of the game host. To all other players, the contents of the *GHR* should remain a secret, so as not to spoil the mysteries that lie within.

Three other rulebooks are available—each providing more rules for things such as traveling overland (or through outer space), starship combat, surviving in 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 rules for long-range adventures, adds additional character creation options, and much more.

The third rulebook in the series is the *Expert Rulebook* which provides rules pertaining to wilderness survival, food, equipment, and much more.

The fourth rulebook in the series is the *Master Rulebook* that provides rules for powerful, high-level 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 **B.I.E.M.**, 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 the use of some, or all, of the rules from each rulebook. Once familiar with the rules use them as a guideline to create your own enemies, treasures, technologies and more.

HOW TO USE THIS BOOK

This rulebook has been divided into six sections.

Chapter One: Introduction. This chapter explains basic game information and defines many terms used throughout the game. These and other terms are collected in the **Glossary** which can be found on page XYZ.

Chapter Two: Character Creation. This chapter explains step-by-step how to create a fantasy or science-fiction player-character with easy-to-follow instructions.

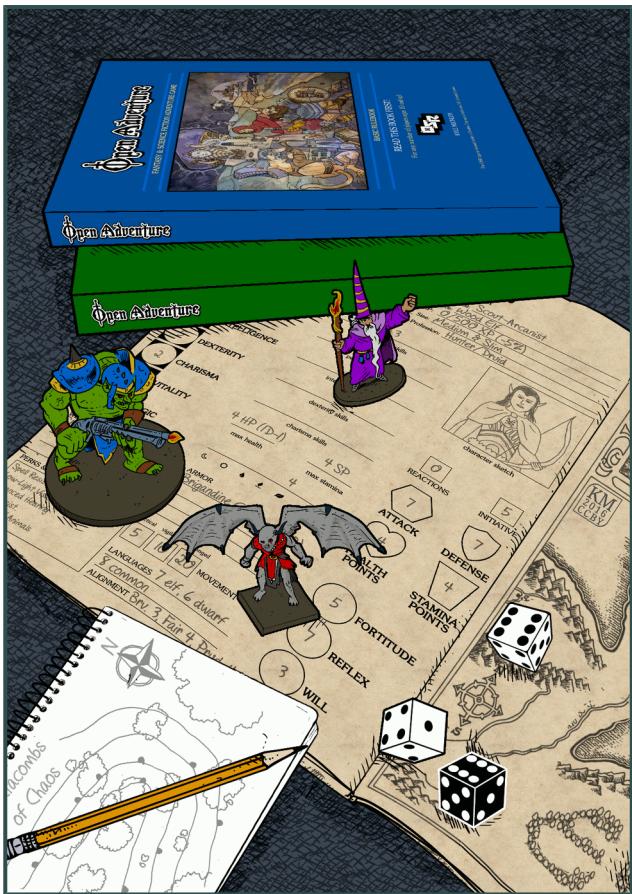
Chapter Three: Equipment & Services. This chapter lists necessary equipment, weaponry & armor as well as hired help your character may need before partaking on their grand adventure.

Chapter Four: The Adventure. This chapter is brimming with useful information and rules pertaining to the perils and rewards that await your character on their adventure.

Chapter Five: Combat. This chapter covers in-depth instructions and rules on how to engage in, and resolve, battles between your character and other creatures.

Chapter Six: Magic. This chapter lists supernatural spells and psionic abilities that certain characters can wield and unleash upon their foes.

The rules outlined in the following pages may seem confusing at first, and there may appear to be a lot of them. However, understanding the general concepts is more important than remembering every detail listed in the book.



HOW TO PLAY

READ THIS SECTION CAREFULLY! The terms discussed here will be used throughout this game book. These terms can also be found in the GLOSSARY on page XYZ.

PLAYER SETUP

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

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

a series of game sessions are known as an **Expedition**.

Newcomer Players. During the adventure, players with characters that have attained level 1 or higher should be allowed to refer to this rulebook whenever they wish.

However, players who are playing for the first time, or who have a character that has *not* yet reached level 1, are instead encouraged to only read this chapter of the book and discover **OPEN ADVENTURE** through their own interactions and exploration (*not* through the rules of the game). Players should **NEVER** be allowed to read the rules from the Game Host's rulebook until they take on the mantle of GH. The excitement and mystery of monsters, aliens, and magic could be spoiled if someone reads the Game Host's rulebook before they are ready.

Roles & Responsibilities

THE GAME HOST

It's the Host's responsibility to setup and prepare the setting and scenario for each adventure before actual game play begins.

Whether the imaginary 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 may take place, can be designed by the Game Host or pre-designed by someone else (such as a friend).

Choosing A Host. The GH must spend more time creating and preparing the adventure (before actual play begins) than the other players. The Game Host must also have an intimate understanding of the rules of OA. Because of this, it's recommended the most-experienced player take up the Host role which requires more forethought and work, but is an extremely rewarding experience.

Players create player-characters before the game begins. Following the instructions in **CHAPTER 2: CHARACTER CREATION**, on page XYZ, players can begin choosing the strengths, weaknesses, and personality of their imaginary character.

THE MAPPER

The Host describes what the player-characters can see, smell, and hear around them. One player should draw a map according to the Game Host'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 they become hopelessly lost).

The map should be kept at the center of the table so all can clearly see its layout. Only pencil should be used when drawing the map for easy correction of mistakes or errors in the sketch as the party moves forward on their adventure and the surrounding area is revealed. Eventually, the GH's and players' maps should 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 their character is doing. It's the caller's responsibility to insure each player's wishes are accurately represented and relayed to the GH. The caller does not tell the other players what to do but rather merely reports the wishes of the party. The caller is a mediator between the players and the Game Host and should not judge what the players wish to do.

The Game Host may choose to talk directly to the players during chaotic or confusing parts of the adventure, like when combat ensues. Some games may go without a caller—such as when playing with a small number of players—but it's 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.

After the GH has created and setup the adventure and the players have created their characters the game is ready to begin.

GAME SETUP & PREPARATION

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

Game Aids & Layout. Typically a large table is used for the players to sit and gather around. The Game Host sits on one end of the table with the *GHR*, adventure maps, and the soon-to-be-discovered secrets of the adventure. The Game Host may wish to use a book, cardboard, or other vertical partition to form a privacy screen (known as a **Shield**) so the players do not see or read the adventure's secrets. The players sit around the table where they can easily see any map being drawn, the marching order of the figurines representing the party members (if used) and so on. The table should be kept orderly and free of distracting devices and items.

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 Host do not play against each other, even though the GH does play the roles of the enemies that threaten the players. The job of the Game Host is to remain fair, neutral, and not take sides. They act 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 expedition is like a collaborative fantasy or science-fiction novel, written by the players and GH alike.

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

GAME PLAY

OPEN ADVENTURE is played out as an interactive story between the players and Game Host. A typical game ebbs and flows between three general phases.

1. GAME HOST DESCRIBES THE SCENE

At the beginning of the game, the Host describes the opening scene in which the player-characters are experiencing.

AS AN EXAMPLE,

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

The Host's descriptions 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 information revealed, the GH will describe the characters' immediate surroundings—a tavern, a derelict outpost, an orbiting science station, or whatever other situation the GH has chosen as the starting point for the player-character's adventure.

2. PLAYERS DESCRIBE THE ACTIONS OF THEIR CHARACTERS

After setting the scene, the players are free to describe to the Host what their characters are doing, such as “Otael climbs the slope, sword in hand, to see what’s at the crest,” or, “I switch on my thermal imager and head down the stairs.”

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

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

When the PCs meet other characters (primarily NPCs) the event is referred to as an **Encounter**. Encounters may lead to new alliances between the two parties, or lead to hostilities.

3. GAME HOST DESCRIBES THE RESULTS OF THE PARTIES' DECISIONS

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

Combat. Any creature (whether it be an animal, humanoid, monster, or supernatural being) that is unfriendly towards the party or wants to fight the player-characters is referred to as an **Enemy** or **Opponent**. Combat typically unfolds in a more structured format, where each character takes turns fighting, running, or engaging in other combat-related activities. For more details on combat, see **CHAPTER FIVE: COMBAT** starting on page XYZ.

LONG-TERM PLAY

Players are encouraged to play multiple related adventures (“expeditions”) over the course of several play sessions. The player may re-use the same

character throughout each adventure (so long as they are not killed in battle or die on their expedition).

As a character overcomes the challenges and completes the objectives in each adventure, they earn **Experience Points (XP)**. Experience points gained from one adventure are retained throughout the lifetime of the adventurer. With enough XP, the PC will be promoted to a new **Level**. With each level earned, the character will grow stronger, smarter, and more resilient. In total, a PC can be promoted up to 10 times in **OPEN ADVENTURE** (starting at 0th level).

Non-player characters (including enemies) have levels as well and may even be promoted over time. An enemy's level indicates how ferocious and difficult they are to defeat in combat.

Golden Rules

Although the materials in this book are referred to as rules, in reality they are more guidelines. If, after playing the game for a while, you and the game's Host decide to alter or add to the existing rule sets, feel free to do so. The rules listed here serve as a framework onto which you can build and craft your own imaginary worlds and adventures.

That stated, 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 takes precedence over the broader or more general rule.
2. If there is a conflict between a player/party and another because they believe an action is not possible, or not in the spirit of the rules, it should be discussed/debated with the default position being the action *cannot* be completed.
3. When dealing with fractions, always round down to the nearest whole number.
4. The Game Host has final judgment in all rule 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 Host.

How To Use The Dice

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

AS AN EXAMPLE,

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

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

AS AN EXAMPLE,

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

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

AS AN EXAMPLE,

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

UNIVERSAL DICE MECHANIC

In OPEN ADVENTURE any action that a character attempts to perform that has a possibility of failure (which would have a significant consequence)—such as a PC attempting a daring jump across a wide crevasse—uses a dice roll to determine if the attempt was successful or failed.

THREE-STEP DICE PROCESS

1. Roll The Dice. To resolve a character's ability test, roll two six-sided dice of different colors (preferably one die being white and the other black). The white die represents yang, good luck, and positive numbers. The black die represents yin, bad luck, and negative numbers.

After rolling the dice simultaneously, you only need to pay attention to the single die that rolled the *lowest* number (the other die roll can be ignored).

2. Add The Die & Character Ability. Add the lowest-rolled die to the most-relevant ability that the character is attempting to use in their ability test:

- ◆ 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.

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

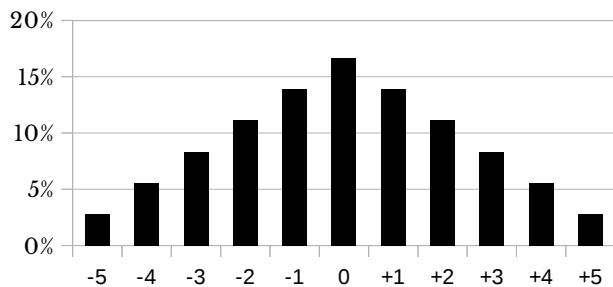
AS AN EXAMPLE,

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 since the 2 was the lowest number rolled.

A roll of 1 on the white die and 1 on the black die would mean a result of +0 to a skill test since neither die rolled lowest.

A roll of 1 on the white die and 3 on the black die would mean a result of +1 to a skill test since the 1 was the lowest number rolled.

Possible outcomes range from -5 to +5, with a statistical bias towards a roll of 0. Throughout OPEN ADVENTURE this style of dice rolling is known as a **Standard Roll** (or simply "roll" for short).



3. Compare The Total To A Target Number. If the total number from step 2 is equal to (or higher than) a certain predetermined number (usually 10), the character is successful in their test. If the total is below the target number, the character has failed.

Dice In Combat. For an example on how dice rolls are used during game combat, see page XYZ.

ADVANTAGE & DISADVANTAGE

Certain special external in-game factors may tip the situation in the character's favor, granting them an **Advantage**. Similarly a special external factor can work against them, giving them **Disadvantage**. When the character has advantage (or disadvan-

tage), the standard roll is performed slightly different.

If the character has advantage, two standard rolls are made (instead of one) and only the higher result is taken. Inversely, if a character has disadvantage, two standard rolls are made—except only the lower result is kept, instead.

PROFICIENCY & INEPTITUDE

Similar to advantage & disadvantage, special internal factors may cause the character to perform an action with expertise, prowess and **Proficiency**—or with clumsiness, awkwardness and **Ineptitude**. When the character is proficient (or inept), the standard roll is performed differently.

If the character is proficient in a task, the black die is replaced with another white die (so two white dice are rolled).

AS AN EXAMPLE,

Normally a character would roll a white die and a black die. However, because the character is proficient in a special situation, the player would replace the black die with a second white die.

Both dice are rolled, with results of +4 & +3. The player keeps the lowest-rolled die, for a final result of +3.

However, if the character is inept, the white die is replaced with another black die (two black dice are rolled), instead.

All Other Rules Apply. With both advantage & disadvantage and proficiency & ineptitude, all other rules concerning standard rolls still apply. The lowest-rolled die is still kept as the result (unless the lowest-rolled is tied with one or more other dice, in which case the result is 0).

One Of Each Type Allowed. A character can never have more than one instance of the same bonus or penalty (e.g. two advantages are not allowed). However, they can have one of each—except for the opposite forms.

AS AN EXAMPLE,

A character is about to perform an ability test. They have both advantage and proficiency. They also are carrying a magical item that would grant them another proficiency.

However, because they already have one proficiency, they cannot take another.

If circumstances ever grant a character to have both advantage *and* disadvantage simultaneously, or to become proficient *and* inept at the same time,

the two effects cancel out and the character loses both.

DICE ALTERNATIVES

If players don't have available to them the required set of 2d6 dice, or wish to try alternative ways to roll dice within OA, the following section offers several dice alternatives. These rules are entirely optional and *not* recommended for novices.

Some of these alternatives require minor tweaks to be made in order to fully integrate them into the OPEN ADVENTURE game. Additionally, many of these systems change the statistical probability of the dice rolls.

D10

A single 1d10 (ten-sided) die can be used in place of the normal 2d6. Roll the d10 and add the result to the character ability being tested. A roll of "0" represents a 0 (not a 10). As per the normal rules, if the total equals (or exceeds) the target number, the character is successful—otherwise they fail.

During combat, automatically subtract -5 from each roll.

Hands & Fingers

If no materials are available, when a die roll is needed, two players can count to three and—in rock-paper-scissors fashion—simultaneously revealing 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.

AS AN 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 result of +3.

CHARACTER ABILITY COMPARISONS

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

FUDGE™ Dice

FUDGE™ Dice are special six-sided dice that, instead of numbers or pips, have two sides labeled with a “+”, two sides labeled with a “-”, and two sides that are labeled with a “0” or left blank.

If FUDGE™ Dice are not available, normal six-sided dice can be converted into these special dice by writing on them with a permanent marker. Using the marker, draw an “X” symbol on the die face where the “1” and “5” pips are located. Next, draw a diagonal “-” symbol (from one corner to the next) on the “2” and “3” faces. Lastly, draw a square box (or “0”) on the “4” and “6” faces. Repeat this process for all five six-sided dice.

Counting Dice. Count the number of “+” and “-” pairs that are rolled. Discard all pairs and any “0” rolled. The number of “+” or “-” remaining (if any) represents the total number rolled for the standard roll.

AS AN EXAMPLE,

A character rolls five FUDGE™ dice and gets a result of “+”, “+”, “0”, “0” and “-”. The minus and one of the pluses cancel out, and the 0s are ignored, leaving a result of one “+” or +1.

PRIMARY ABILITIES

Primary Abilities represent different attributes of a character. There are seven primary abilities: Strength, Perception, Dexterity, Intelligence, Vitality, Charisma, and Magic.

Primary abilities are represented by a number of points (also known as a “score”) which denote how powerful the character is in a particular ability. A character of average stature has 30 such points divided amongst the seven primary abilities.

During character creation, no primary ability can have less than 1 point allocated to it (except the Magic ability, see below), or more than 10 points placed into it. A primary ability with a value of 5 is considered average for a normal adult human.

OPTIONAL MAGIC TRAIT

The Host may decree that paranormal powers of magical origin are disallowed during the adventure. If magic is prohibited, or a character is not capable of using magic, the PC’s Magic ability should have 0 points assigned to it. For more information and a list of magic spells and psionics, see page XYZ.

Primary Abilities List

The seven primary abilities, and their significance, are explained hereafter.

STRENGTH (STR)

Strength is a measure of a character’s muscular power, and physical brawn. This ability affects how much weight a character can carry and what feats of strength (such as bending bars or lifting portcullises) they can perform.

Strength is particularly important to warriors, but also crucial to any character who is likely to engage in hand-to-hand combat.

- ◆ **Melee Combat.** Characters’ melee attack score is equal to their Strength plus their melee weapon’s destruction score (see page XYZ).
- ◆ **Weight Carried.** The amount of equipment characters can carry on their person is determined by their Strength. Characters can carry up to their Strength multiplied by 10 in weight. They can push/pull up to twice this amount, and lift up to quadruple this amount (see page XYZ).

PERCEPTION (PER)

Perception refers to eye-hand coordination, attention to detail, and natural intuition.

Perception is particularly important to marksman, but also crucial to any character who wishes to remain keen and alert to their surroundings, or use ranged weaponry.

- ◆ **Initiative.** Characters’ combat initiative score is equal to their Perception (see page XYZ).

Chapter I: Introduction

- ◆ **Ranged Combat.** Characters' ranged attack score is equal to their Perception plus their ranged weapon's destruction score (see page XYZ).

DEXTERITY (DEX)

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

- ◆ **Defense.** Characters' defense score is equal to their Dexterity plus their armor's protection score (see page XYZ).
- ◆ **Reflex Save.** Characters' reflex score is equal to their Dexterity (see page XYZ).
- ◆ **Unarmed Combat.** Characters begin with an unarmed combat score equal to their Dexterity (see page XYZ).

INTELLIGENCE (INT)

Intelligence represents how well a character can use reasoning to solve mental problems and recall knowledge.

Intelligence is particularly important to scouts, but also crucial to any character who is likely to learn a large array of skills.

- ◆ **Languages.** Characters begin the game with a number of language points equal to their Intelligence (page XYZ).
- ◆ **Magic.** Characters can memorize up to a number of magical spells and/or psionics equal to their Intelligence (see page XYZ).
- ◆ **Skill.** Characters begin the game with a number of skill points equal to their Intelligence (see page XYZ).

VITALITY (VIT)

Vitality is a measure of a character's constitution, stamina, and physical fortitude.

Vitality is particularly important to disciples, but is also crucial to all characters since it determines their overall health.

- ◆ **Fortitude Save.** Characters' fortitude score is equal to their vitality (see page XYZ).
- ◆ **Health.** Characters' begin with a health score equal to their vitality (see page XYZ).

- ◆ **Stamina.** Characters begin with a stamina score equal to their Vitality (which represents their vigor and endurance—see page XYZ).

CHARISMA (CHA)

Charisma is a combination of personal appearance, charm, and leadership capability. Additionally Charisma is a measure of a character's steadfastness, willpower, and convictions.

Charisma is particularly important to luminaries, but also crucial to any character who is likely to persuade, intimidate, or lead others.

- ◆ **Magic Attack.** Characters mastery over using magic during combat is equal to their Charisma plus their Magic (see page XYZ).
- ◆ **Reaction.** Characters begin with a number of reaction points equal to their Charisma that can be placed into their valor and/or wisdom (used in social situations such as NPC reactions to a character's presence—see page XYZ).
- ◆ **Willpower Save.** Characters' willpower score is equal to their Charisma (see page XYZ).

MAGIC (MAG)

Magic represents the innate ability for a character to harness unseen but potent supernatural powers.

Magic is particularly important for arcanists and disciples, but also crucial for any character who wishes to harness magical powers.

- ◆ **Magic Attack.** Characters mastery over using magic during combat is equal to their Magic plus their Charisma (see page XYZ).
- ◆ **Mana & Psi.** The number of mana points and/or psi points a character has is equal to their Magic (see page XYZ).

SECONDARY ABILITIES

Secondary Abilities are sub-characteristics of PCs & NPCs. They represent an extension of specific primary abilities. Each secondary ability is based off the score of one primary ability (with the exception of magic mastery, which is based off two primary abilities). Thus, if a secondary ability were based off a character's Strength, the ability would share the same score. Additionally, secondary abilities often have numerical modifications that will further increase (or decrease) their total score separate from that of the base primary ability. Therefore, if a secondary ability had a +1 modifier as-

signed to it, it would be 1 point higher than the primary trait it's based off.

There are 16 secondary abilities every PC and NPC possesses: health, stamina, skills, language, fortitude, reflex, willpower, valor, wisdom, initiative, melee attack, ranged attack, unarmed attack, defense, mana/psi, and magic mastery.

HEALTH

Health is represented by a number of **Health Points** (HP or ). HP are a measure of how many points a character can lose before they die.

A character with many health points can suffer more damage, and is more likely to survive in combat, compared to a character with less HP.

New characters begin the game with a number of HP equal to their Vitality score. A character with 0 (or less) health points immediately succumbs to their wounds and dies. Details about character death can be found in **CHAPTER 4: THE ADVENTURE**.

STAMINA

Stamina represents a character's endurance, vigor, energy, and resistance to fatigue. Characters start the game with a number of **Stamina Points** (SP or  equal to their Vitality).

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

If a character runs out of stamina, they may not spend additional SP until they regain at least 1 stamina point.

However, if a character is forced to continue to lose SP (such as from a magical effect) they lose HP, instead.

AS AN EXAMPLE,

A player-character with 0 stamina points who takes 2 SP damage loses 2 HP, instead.

ABILITY TESTS

Characters may perform various actions within the game world (such as running, jumping, swimming, or talking), based off their abilities. When players talk aloud at the game table, the assumption stands that their words are meant as the dialogue of their player-character.

SECONDARY ABILITIES

Secondary Ability	Base Primary Ability
Health	= Vitality
Stamina	= Vitality
Skills	= Varies
Language	= Intelligence
SAVE TESTS	
Fortitude	= Vitality
Reflex	= Dexterity
Willpower	= Charisma
REACTIONS	
Valor	= Charisma
Wisdom	= Charisma
COMBAT	
Initiative	= Perception
Magic Attack	= Charisma + Magic
Melee Attack	= Strength + Weapon
Ranged Attack	= Perception + Weapon
Unarmed Attack	= Dexterity - Encumbrance
Defense	= Dexterity + Armor
MAGIC	
Mana & Psi	= Magic

AS AN EXAMPLE,

A player speaking aloud “You dare unsheathe your dagger in front of the king?! You bring dishonor to this court!” indicates the words their PC speaks.

However, the player may indicate to the GH that their words are not those of the character, but instead either light banter (between players, the topic of which should remain on the details of the party and their adventure), a question, or request for clarification about the surrounding area, or adventure; or a statement concerning the exact actions of the character within the imaginary fantasy world.

Declaring Actions. When declaring actions of their character, players must be descriptive and dramatic. A proper description should include “what” action the player-character is attempting, “how” it’s being done, “why” the PC chose to do it, “when” the PC is doing it (if there’s a certain delay or urgency involved) and “who” the adventurer is targeting with their actions, if anyone.



Testing Character Abilities

When To Test. If the character attempts to perform a mundane or easy task, it's assumed they will work on the task until it's complete. Per contra, the character attempting an impossible task will simply fail at their endeavor (at the cost of exerting wasted effort and lost time). The Host will notify the player of the outcome from either scenario.

However, if the character attempts an action that has a possibility of success, a possibility of failure, *and* threatens cost (or consequence) if the action fails (e.g. the character struggles to jump over a bottomless pit), the Game Host will adjure for an Ability Test.

How To Test Abilities. To perform an ability test, the player makes a standard roll (see page XYZ) after describing the character's actions to the GH or caller. The results of the roll are applied to one primary ability of the PC that the Host deems most-appropriate for the type of action being performed.

AS AN EXAMPLE,

The character wishes to arm wrestle an opponent. The GH determines the character should perform an ability test to see if they're successful.

The Game Host decides the Strength ability is the logical primary ability to test. The player adds the result from a standard roll to the PC's Strength ability.

Success & Failure. If the grand total of the ability test is equal to (or greater-than) a score of 10, the test is successful. An unsuccessful ability test

means the character has failed at performing the action and suffers any cost (or consequence) of their failure.

Test Difficulties

Some situations alter the Target Number (TN) needed to succeed at an ability test. A TN may be more (or less) difficult than the default value of 10.

AS AN EXAMPLE,

A padlock made of superior materials and craftsmanship may be more difficult to lockpick than a normal lock. The Game Host may decide a character needs to roll a 12 (or higher), instead of a 10, for a successful skill test.

Circumstantial Target Numbers. When circumstances within the adventure, or immediate situation, make the difficulty of completing the action being tested easier (or harder) than normal—or when the player's descriptions of the character's actions provide a helpfulness (or hindrance) to the situation—the final target number can be higher (or lower) than the default value of 10.

The TN can be changed to any number from 1 through 20 (with 20 representing maximum difficulty) by the GH, at their own discretion.

SKILLS

The character may be considered prodigious, adept, or experienced in performing certain tasks. The degree by which their expertise is measured, known as a Skill, is determined by the number of Skill Points assigned to the action.

A skill point is a permanent bonus (or penalty) in the form of a positive (or negative) numerical modifier (e.g. +1 or -2) assigned to specific tasks or actions the character can perform.

AS AN EXAMPLE,

The character has 1 negative skill point in the action of "swimming". The character is considered to have -1 to swimming, or simply "-1 swim".

Using Skills. Whenever the player performs an ability test concerning an action that their character has one or more skill points in, those points modify the total score of the test.

AS AN EXAMPLE,

A character is swimming through treacherous waters. The GH decides an ability test must be performed by the player to determine if the character can remain afloat. The Game Host decrees the act of swimming is based off the PC's strength ability. The player makes a strength ability test.

Unfortunately the character also has a -1 skill point for swimming. The player rolls a +3, which becomes a 2 because of the -1 penalty (+3 - 1= 2).

If the task has one or more positive skill points assigned to it, it's considered a skill.

Beginning Skills

New characters begin the game with a number of skill points equal to their Intelligence ability. The player must assign these points to one or more actions of their choice (see action types on page XYZ), however no individual skill can ever have more than 10 skill points assigned to it.

Skill points can only be assigned to actions based on the character's primary abilities of Strength, Perception, Intelligence, Dexterity, or Charisma (Vitality and Magic cannot have skills).

Skilled Actions

Each skill consists of a single action or task that would be beneficial for the character during their adventure.

Because of the unlimited multitude of actions available to a character throughout an adventure (or expedition), players are encouraged to imagine and create their own list of skill-sets for their PC. The Game Host may offer suggestions of which action types will be most useful (depending on the genre of the adventure).

CREATING ACTION TYPES

A valid type of action consists of a single verb (although one to three descriptive words are permitted).

❶ COMBAT ACTIONS

Actions directly related to combat are discussed later in this book, starting in **CHAPTER 5: COMBAT**. Combat actions are considered special and separate from that of other action types. Therefore, skill points cannot be assigned to combat-related actions (such as attacking, defense, and so on).

AS AN EXAMPLE,

The words "run", "jump", "climb", and "sleight of hand" are each acceptable action types.

Every action created or chosen by a player must be approved by the GH prior to the start of the game.

Action Categories. In certain situations, it may be required to provide specificity to an action. Specificity is required when an action's verb is too vague in description or too encompassing in effect (e.g. "athletics" or "knowledge"). In such a case, the action is given a category in the form of a single-worded noun prefixed before the actions' verb.

AS AN EXAMPLE,

The action "survival" may be too vague. In such a case, "wilderness survival" or "urban survival" can provide specific categories for the "survival" action type.

Action Subcategories. Additional specificity may still be required when an action type must denote the individual fields of study or topics within the action's category.

In such a case, the action is given a subcategory in the form of a single-worded noun, or verb, suffixed at the end of the action's verb and encased between brackets ("[" and "]").

AS AN EXAMPLE,

The action "starship pilot" could be divided into sub-categories based off the species that designed the starships, such as "starship pilot [insectoid]" or "starship pilot [zultona]".

ASSISTANCE FROM ALLIES

It's often reasonable for multiple characters to assist one another by performing the same ability test simultaneously in hopes of solving a common task.

AS AN EXAMPLE,

Two warriors try pushing a large stone aside that blocks an entrance to an underground catacomb.

For several characters to work together for a common cause, follow the three steps below.

1. Choose A Lead Character. Players should choose which of the characters is the chief problem-solver for the situation (usually the PC with the highest appropriate ability score).

2. Everyone Attempts The Ability. Next, all characters who are trying to help should make separate ability tests. The GH counts the number of allies who passed and failed the test. If the majority of allies passed their tests, the chief-problem solver is “assisted”. However, if the majority of characters failed their tests, the chief problem-solver is “hindered”. If an equal number of characters passed and failed, the main PC is “unassisted”.

3. Apply Assistance Results. If the character’s task is considered “assisted”, they gain advantage when performing their ability test. However, if they’re “hindered”, they have disadvantage to their task, instead. If their task is “unassisted”, they gain neither advantage nor disadvantage from the assistance.

ASSISTANCE FROM EQUIPMENT

Characters may use equipment to augment their capabilities when performing an ability. However, in order for a character’s action to be assisted by equipment, the action must first be possible without the equipment’s help. In other words, if the equipment is a requirement to attempt or complete the action (e.g. a lockpick kit is needed to pick a lock), then the equipment cannot provide assistance but rather only provides the opportunity to perform the action.

Using Equipment. When performing an ability test with equipment, the player may choose to re-roll their ability test. A number of re-rolls may be performed this way up to the number of equipments used (or up to a maximum of three re-rolls, whichever is lowest).

Once a re-roll is made, the new result *must* be used (unless additional re-rolls are permitted).

AS AN EXAMPLE,

The character decides to climb a sheer cliff. The PC could attempt to climb the cliff naturally, but instead decides to use a grappling hook & rope. Because the character is using two pieces of equipment, they may make two re-rolls for their ability test (if they choose to do so).

Learned Skills

Some skills are considered highly specialized and require the character to first be taught, trained, or educated in, before it’s possible for them to attempt.

AS AN EXAMPLE,

Before attempting to play the game chess, a player must first learn the rules. Similarly, before a player can attempt nuclear physics, they must first know the study.

In such a case, any attempt at a skill that requires prior learning will result in an automatic failure; unless the character has trained in it (see page XYZ), or the character already has 1 or more positive skill points assigned to that ability (negative skill points, e.g. “-3”, don’t count).

Repeatable Skill Tests

Often, when a character’s skill test fails, other players may say “He failed?! Let me try my skill test!” This is not something that should be encouraged. If the GH allows everyone to make a skill test for the same task when someone fails, one character will eventually succeed, making skill tests less meaningful.

Instead, the Host can decide that the circumstances which caused one character to fail will make all other characters fail as well. However, some abilities are repeatable; while others are not (depending on the Host’s discretion).

Repeatable skill tests can be performed as many times as the Host allows (and by more than one character, if possible). Unrepeatable skills cannot be attempted a second time until circumstances change or until the GH deems it possible.

Secret Skill Test Results

Some special skill tests have dice rolled in secret by the GH (instead of the player). Secret skill tests always appear successful to the character attempting the action (unless failure is obvious), but may have secretly failed—only the GH knows for certain!

Party Skill Tests

If an entire party of characters must perform a skill test collectively, but their efforts are performed individually, they may perform a party skill test.

LANGUAGES, UNCOMMON

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

AS AN EXAMPLE,

A party of six characters are attempting to sneak past a sleeping guard. The entire party moves together simultaneously, but the individual characters perform their own ability tests.

A party skill test is performed in the same manner as a normal skill test, with a few exceptions. To perform a party skill test follow the three steps below.

1. Everyone Attempts The Skill. Each character attempts to perform the same action, but undergoes their own individual skill test.

2. Count The Successes & Failures. The Game Host will count the number of characters who succeed at their test, and the number of characters who fail. If the number of characters who succeed at their test is equal to or more than half of the party members, the group is considered to have collectively succeeded, otherwise the group fails.

AS AN EXAMPLE,

As the party of six attempt to sneak past the guard, four of the characters are successful but two fail. Because more than half of the party succeeded; it's assumed the entire party sneaked past the guard.

LANGUAGE

Language is the ability for the character to read, write, speak, listen, and otherwise communicate with other PCs or NPCs. Languages are useful to know when encountering an alien or exotic fantasy species for purposes of trade, negotiation, and more.

Language Fluency

Languages are considered a “learned” skill (see page XYZ), meaning a character must first either be trained (see page XYZ) in the language, or have 1 or more special skill points—known as **Language Points (LP)**—allocated to the specific language; otherwise any attempt to understand the language will automatically result in failure.

If the character has 5 or more LP allocated to a single language, they are considered “fluent” in that language.

Language Origins

Languages are derived from either racial, regional, or fraternal sources (see below). However, there is one large, predominating language often shared between all species, regions, and fraternities known as the “common tongue” or simply “common”. It should be noted, though, that the common language, while popular and well-used, is not guaranteed to be used by all creatures.

RACIAL LANGUAGES

Most established languages are shared and spoken by characters of the same species. Every creature type has their own language; named after the native species that speaks it.

AS AN EXAMPLE,

The elf species speaks “elf”, while the dwarf species speaks “dwarf”.

The less exposure to cultures outside of their own, the more likely a creature is to only speak their racial language (and possibly not know the common language, either). Likewise, a creature raised separate from their own kind may not know any of their native species’ tongue.

REGIONAL LANGUAGES

Many languages are only spoken and used within specific geographical regions. The size and prominence of the region can differ greatly; being as small as an enclave, as large as a kingdom, or even an entire plane of existence.

FRATERNAL LANGUAGES

Some orders, guilds, and secret societies speak their own social language. Such languages are usually spoken as a subset to a regional or racial language.

AS AN EXAMPLE,

Clerics of a good-aligned church may share a basic language with one another that is different from the language clerics of an evil-aligned church would speak.

CANTS

A **Cant** is a special type of fraternal language taught to, and shared amongst, the membership of an order, fellowship, guild, or secret society.

Cants are almost always a closely guarded secret. Their very existence may be denied by their speakers to everyone except those who understand it. Cants offer a covert means of communication through the form of secret passwords, hand shakes, jargon, symbols, and gestures.

Beginning Languages

The character begins their first game with a number of LP equal to their Intelligence score. These points may be placed in one or more languages of the player's choice (with the GH's approval).

ALTERNATIVE RULE

The player may instead randomly choose one or more uncommon languages by rolling 2D and consulting the table on the left.

Language Tests

When the character attempts to understand a language, the player must make a skill test. Any LP the character has assigned to a language is treated the same as normal skill points.

AS AN EXAMPLE,

A character with an Intelligence 8 attempts to understand the "megalisk" language. The character has 2 language points allocated to megalisk, giving the character a total score of 10.

The player makes a standard roll with a result of +1, giving a total of 11 (8 + 2 + 1 = 11). The PC successfully understands what the megalisk says.

Learning Languages

If the character is exposed to a new language for a prolonged period of time, they will naturally begin to understand and learn the conveyance.

Natural Learning. For every year a character lives amongst a new language, they gain +1 language point for that language. Cants, which are far more primitive and easier to learn, take half the

time (+2 LP for every year in an order or guild). As with all skills, the character can never have more than 10 LP assigned to one language.

Forgetting Languages. If the character were to leave the region or order, they begin to naturally forget the language at a rate of -1 LP per year away. Characters lose knowledge of cants at the same rate, due to the ever-changing nature of the passwords, secret gestures, and jargons.

Using Languages

For rules purposes, it's assumed the character's normal speaking, reading, and writing speed is that of 150 words per minute (with an average of four letters per word). However, due to the primitive nature of cants, speaking a cant takes considerably longer; requiring twice the time needed to convey the same message (a speed of 75 words per minute).

If a character has less than 5 LP in a language, reduce 30 words spoken, read, or written per minute for every point of deficiency (for cants, only 15 words per minute reduction). Similarly, if the character has more than 5 LP in a language, they may speak and read faster than normal (though writing speed remains the same), with an additional 30 words spoken per minute (or 15 words, when using a cant).

SAVES

A **Save** represents the chance for the character to avoid (or reduce) the effects or damage from certain attacks and conditions. There are three types of saves every character possesses.

Fortitude (FORT)

Fortitude is a measure of the character's immune system, hardiness, and physical resilience. A strong fortitude allows the character to resist poisons, diseases, acids, and other ailments. The character begins with a fortitude score equal to their Vitality.

Reflex (REF)

Reflex is a measure of the character's responsiveness, involuntary reflexes, and knee-jerk reactions, as well as the ability to dodge out of the way of incoming dangers from attacks, traps, or falling rocks. The character begins with a reflex score equal to their Dexterity.

Willpower (WILL)

Willpower represents the character's mental discipline, sanity, and resistance to coercion, charm, and panic. It also represents the character's courage and mental focus. The character begins with a willpower score equal to their Charisma.

Save Tests

When the character attempts to save themselves from damage or an ill-effect, the player may make a special ability test—known as a save test.

When To Save. Only certain attacks, abilities, magic spells/psionics, and other effects allow a character to save against its consequences. It will always be stated within the rules of the special ability on whether a save is possible or not.

To attempt a save, follow the three steps below.

1. Make A Standard Roll. Perform a normal roll, adding the die roll result to the character's most-appropriate save ability (either fortitude, reflex, or willpower—see the effect's details). Add or subtract any bonuses or penalties the character may have associated with the type of save being attempted.

2. Compare To A Target Number. If the save test total equals or exceeds the target number (usually 10), the character is successful. Otherwise, they fail to save. Certain magic has the target number to save equal the caster's Magic score.

3. Apply Success/Failure Effects. A successful save means the amount of damage suffered is reduced by one-half of normal, or the effect is negated entirely (depending on the special effect). An unsuccessful save means the character takes full damage, or suffers the entire effect.

Damage Resistance

In special situations the character may have exceedingly strong (or exceptionally weak) resistances against certain types of damage (see a list of damage types on page XYZ).

RESISTANCE THRESHOLDS

There are five types of resistance thresholds a character may have towards various damage types:

- ◆ **Vulnerable.** Each time the character suffers damage from a type they are vulnerable towards, they suffer double damage, instead.
- ◆ **Susceptible.** Each time the character suffers damage from a type they are susceptible towards, they must perform a save test (see page XYZ 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.
- ◆ **Resistant.** Each time the character suffers damage from a type they are resistant against, they may perform a save test (see page XYZ to determine which save test). If they succeed, they suffer half damage, instead.

- ◆ **Immune.** The character is completely immune to the damage and effects.

As stated above, each damage type may require a specific save test (fortitude, reflex, or willpower) to be performed by the saving character.

AS AN EXAMPLE,

The adventurer gets attacked with a sword (which the GH considers as inflicting kinetic damage). If the defending character was resistant against kinetic damage, they would attempt a reflex save.

However, if they suffered poison damage instead (of which they are also resistant towards), they would attempt a fortitude save.

See page XYZ for a list of what saves are performed for various damage types.

MULTIPLE RESISTANCES

If the character suffers damage (or effects) from a source that inflicts multiple types of damage (e.g. an attack that deals both “electric” and “fire” damage), the character can only resist against the damage type that they have the lowest resistance towards.

AS AN EXAMPLE,

The character is immune towards electric damage but susceptible towards fire damage. They get hit by an attack that deals both types of damage simultaneously.

Although the character is immune towards the electric type, they would still need to succeed at a save, or take double damage because they're vulnerable towards fire. To be completely immune, the character would have to be immune to both damage types.

REACTIONS

When the character first encounters an NPC they've never met before, that NPC will immediately create an initial impression & opinion about the character—known as a Reaction.

AS AN EXAMPLE,

The character encounters an orc in a misty forest. The orc sees the PC and immediately reacts.

Depending on how an NPC reacts to the player-character, they may wish to be allies, offer helpful clues, or make a trade. However, if the NPC has a bad reaction, they may try to lie, cheat, or steal

from the PC—or even be openly hostile! For this reason, having positive reactions in NPCs can prove instrumental in completing an adventure.

Reactions are formulated by the Host performing a special ability test on the NPC's behalf known as a reaction test.

Valor

Valor is a measurement of the character's courage, boldness, and determination. A character with a high valor score is often willing to take on difficulties others would not dare face. Their gallantry is tempered by the experience of many dangerous deeds performed in past adventures.

A valorous character is judged by their peers through their actions, rather than their judgments. Creatures that value feats of strength and victories in battle will have a better reaction test result when reacting to high-valor characters.

The character begins the game with a valor score equal to their Charisma.

Wisdom

Wisdom is a measurement of the character's sagacity, discernment, and insight. A character with a high wisdom score often posses knowledge of what is true or right, coupled with just and prudent judgment. Their understanding and sapience is learned through a lifetime of experiences and study.

A wise character is judged by their peers through their wise sayings, teachings, and precepts, rather than their deeds. Creatures who respect prudence and austerity will have a better reaction test result when reacting to high-wisdom characters.

The character begins the game with a wisdom score equal to their Charisma.

INITIATIVE

If an NPC's reaction is hostile, or a fight breaks out, combat will begin. However, before combat starts, each allegiance has a chance to gain the **Initiative** (be the first to act).

To determine which party gains the initiative, all parties involved must make a special ability test known as an initiative test.

The character begins the game with an initiative score equal to their Perception.

ATTACK & DEFENSE

When the character finds himself (or herself) in combat, they rely on their attack and defense abilities to survive. The following information is a general overview of combat abilities. For more information about combat, see **CHAPTER 5: COMBAT**.

Attack

Attack (ATK) is a measure of how well a PC can fight and deal damage to enemies when in combat. There are four types of attack:

- ◆ **Magic Attacks.** The character's ability to wield the enigmatic, feral, and cryptic forces of magic during combat. Characters with a high Charisma and Magic can command spells and psionics that manifest as physical attacks because of their ascendancy over the arcane.
- ◆ **Melee Attacks.** A combination of how well the character can use a melee weapon during combat, as well as the quality of the weapon they're wielding. Characters with a high Strength ability are skilled melee fighters because of their physical ability to bash, pierce, and slash their way in battle.
- ◆ **Ranged Attacks.** A combination of a character's eye-hand coordination and precision in hitting weak points of a target, as well as the accuracy and lethality of the ranged weapon they're using. Characters with a high Perception are skilled ranged fighters due to their excellent targeting capabilities in battle.
- ◆ **Unarmed Attacks.** Any form of kicks, strikes, trapping, grapple, or counter-weapon techniques that are performed unarmed. Characters with a high Dexterity are skilled unarmed fighters because of their flexibility and speed at winning fights.

UNARMED WEAPONS

Some special weapons (such as brass knuckles), are known as “unarmed weapons”, and may be used only while performing unarmed attacks.

Every weapon used in combat has a **Destruction** (or **Destroy**) score. To determine how effective in combat the character is, add their Strength or Perception (when making a melee or ranged attack, respectively), and the weapon's destruction number. When added together, the sum of these two scores represent the character's **Attack** value.

AS AN EXAMPLE,

The character with a Perception of 6 who is attacking with an assault rifle with 3 destruction would have an attack of 9 ($6 + 3 = 9$).

Some weapons have a destruction of 0. This simply means the quality of the weapon is poor; not that no damage is inflicted. If a weapon had a negative destroy score (e.g. -2 or -3), the weapon's de-

struction would be subtracted from the Strength or Perception of the PC, instead.

Weaponless Fighting. When performing an unarmed attack, the same process is used as described above except no weapon destruction is added (unless the attacker is using a special “unarmed weapon”), their unarmed attack is reduced by -1 attack for every encumbrance counter they have (see page XYZ), and the attacker uses their Dexterity ability (rather than their Strength or Perception) to calculate their attack score.

Attack Formula. Regardless of the attack type, the process is the same:

1. Find the character's Charisma & Magic, Strength, Perception, or Dexterity score (depending on the attack type).
2. Find the weapon's destroy number (if it's a melee or ranged attack).
3. Add the two numbers together.

➊ MULTIPLE ATTACK SCORES

Characters who wield dual weapons, or switch from one weapon to another, will often have different attack values for each weapon since the destruction rating of weapons are often different.

Defense

Defense (DEF) is a rating of a character's passive deterrence from attacks by enemies; as well as the craftsmanship and quality of any armor they're wearing.

Defense is calculated the same as an attack, but uses a character's Dexterity score and the **Protection (or Protect)** rating of any armor worn. All armor, including shields, have a protection score.

AS AN EXAMPLE,

The character with a Dexterity of 5 wearing an armor with 2 protection has a total defense of 7 ($5 + 2 = 7$).

For details on how attack and defense work in battle, see **CHAPTER 5: COMBAT**.

MAGIC POINTS

The character may receive a number of magic points equal to their Magic ability. Magic points come in two general types: **Mana Points (MP)**, which represent arcane powers commonly found in a medieval fantasy adventure, and **Psi Points**

(PSI), which represent the mysterious psionic powers of the mind.

INDEPENDENT ABILITIES

Independent Abilities are similar to primary and secondary abilities—except no independent ability is based off another ability nor is any other ability based off an independent ability. They are stand-alone abilities that represent miscellaneous characteristics of PCs and NPCs alike.

Though independent abilities are separate from other abilities—many spells, effects, and conditions may depend on or alter the value of an independent ability throughout the adventure.

There are 4 independent abilities every PC and NPC possesses: alignment, perks, speed, and talents.

ALIGNMENT

Players should carefully consider how they want their character to view the morals of good and evil, right and wrong. Does the character strive to be a paragon of virtue, or a pariah of society? How does the character feel about killing (both the innocent and guilty)? Does he (or she) always follow the rule of law, even if it's considered unjust? The moral and ethical beliefs of the character are collectively known as their moral **Alignment**.

Beginning Alignment

The character begins the game with one of three possible alignments: good, neutral, or evil.

The character's goodness (or evilness) is represented by a number of **Alignment Points (AP)**. There are two types of alignment points: **Righteous Points (RP)** and **Evil Points (EP)**.

If the character's alignment is good, they begin with 5 righteous points. If the character's alignment is evil, they begin with 5 evil points, instead. A character of neutral alignment begins with 2 RP and 2 EP.

Social Interaction

The actions, deeds, and intentions of the character—whether they are pure of heart, or with malice intent—affect how NPCs perceive and treat that character (also see reactions on page XYZ). 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.

When the character interacts with NPCs of the same alignment as their own, both characters become proficient in all charisma-based ability tests towards each other. However, if the character inter-

acts with NPCs of the opposite alignment (e.g. good & evil), both characters become inept in all charisma-based ability tests towards each other. If either the PC (or NPC) are of a neutral alignment, no such bonuses or penalties are enacted.



Virtues & Vices

Alignment acts as the backdrop for the character's personal story as they complete the adventure. Every character harbors certain strengths & weaknesses that make up their moral fiber—collectively called **Virtues** and **Vices**.

Virtues and vices are a measure of the 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 the character may posses. Each virtue has a diametrically opposed vice (see the table to the right). For every righteous point the character has, they must adopt 1 virtue. For every evil point they have, the character adopts 1 vice. If the character has 0 alignment points, they have no virtues nor vices.

AS AN EXAMPLE,

The character is of a good alignment. Therefore they start the game with 5 righteous points. The player chooses the five following virtues for the PC: brave, fair, honest, merciful, and prudent.

Diametrically Opposed. Opposite virtues and vices can never be chosen at the same time. If the character has one virtue or vice—and then receives the opposite—the two immediately cancel out, resulting in the loss of both.

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

At no time can the character ever have more than 7 AP total (of righteous and/or evil points, combined). If the character cannot take any more virtues (or vices) yet still receives an additional point, the player must randomly replace a number of AP (of the opposite type, if possible) equal to the number they gain.

AS AN EXAMPLE,

The character has a maximum of 7 AP divided between 4 virtues (tolerant, honest, fair, and chaste) and 3 vices (cowardly, selfish, and cruel).

The character gains 1 new righteous point, forcing the character to randomly replace their cowardly, selfish, or cruel vice with the new point.

MORAL DILEMMAS

As the adventurer meets NPCs and explores new lands, they will inevitably be faced with moral dilemmas, forcing them to choose between a virtue or vice.

The GH decides when the character's virtue or vice is important to a scenario that involves them. Scenarios with moral dilemmas may test one or more of the character's virtues or vices.

Gaining/Losing Virtues & Vices. When the PC is faced with a moral dilemma the player must choose to either **Foster** or **Resist** the virtue or vice being challenged.

AS AN EXAMPLE,

The character catches a young boy attempting to steal money from her pouch. The boy pleads for mercy. The PC notices no other characters are nearby, easily allowing the boy to be punished.

The host declares that the adventurer's vengeful vice is being tested. The player decides their character will resist the vice by showing mercy on the boy.

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

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

AS AN EXAMPLE,

The character resists the cruel vice. The PC performs a willpower save and succeeds. The character successfully resisted the vice.

If a diametrically opposed virtue and vice are tested simultaneously (e.g. brave versus cowardly), the player must test the virtue—if they have more RP than EP—or the vice—if they have more EP than RP. If the character posses equal number of each AP, the player may choose between which virtue or vice will be tested.

FOSTERING

If the character attempts to foster a virtue or vice that they currently have adopted, they become proficient in that willpower save.

AS AN EXAMPLE,

The character wishes to foster the deceptive vice, which they adopted from a previous moral dilemma. The character performs a willpower save with proficiency.

However, if the vice or virtue that is diametrically opposed to the one being fostered is currently adopted, the character becomes inept in their willpower save, instead.

AS AN EXAMPLE,

The character wishes to foster the humble virtue, but has the arrogant vice. The character is inept when performing their willpower save.

ALIGNMENT SCORE

RP/EP Difference	Alignment
-7 to -3	Evil
-2 to +2	Neutral
+3 to +7	Good

RESISTING

If the character attempts to resist a virtue or vice that they've adopted, they must perform the willpower save as inept.

However, if the vice or virtue that is diametrically opposed to the one being resisted has been adopted, they are proficient in that willpower save.

MORAL CONSEQUENCES

Anytime a virtue/vice is successfully fostered, the character adopts that virtue or vice. However, if the fostering attempt fails, or a virtue/vice is successfully resisted, the opposing virtue or vice is adopted, instead. Similarly, if the PC fails at resisting a virtue or vice it is adopted.

Moral Imperative. When the character adopts a virtue or vice, they become compelled to fulfill the moral consequence of it and will go to great lengths to do so. In other words, the character will strive to fulfill the embodiment of their virtue or vice—almost to the point of it becoming a passion or fascination of theirs. However, the PC can always choose their own survival over that fulfillment, and will not act contrary to their natural personality, or other virtues/vices they've adopted.

Alignment Score

The character's overall alignment is determined by the number of alignment points they have and of what type (righteous and/or evil). To determine the PC's alignment, add together the total number of virtues they have, and subtract from it the total number of vices they have.

AS AN EXAMPLE,

The character has 3 virtues and 1 vice. Therefore, they have an alignment score of 2 ($3 - 1 = 2$).

If the difference is between -7 through -3, the character is considered evil. If the difference is between -2 through +2, the character is considered

neutral. If the difference is between +3 through +7, the character is considered good.

AS AN EXAMPLE,

The character has the following virtues: charitable, fair, forgiving, humble, and merciful. In addition, the character has the following vices: cowardly and reckless.

The player adds the number of virtues (5) then subtracts from it the number of vices (2). The total is 3 (5–2 = 3), making the PC good-aligned.

PERKS

The multitude of species found within a fantasy world or science-fiction galaxy each have unique abilities, extraordinary powers, and special capabilities; collectively known as **Perks**. A perk is an inherit ability that comes naturally for a unique species (although other species may share the same or similar perk).

Beginning Perks

Each species begins the game with three perks that are automatically ready for use (see the individual species for a list and description of the perks available to them starting on page XYZ). However, some perks are particularly powerful; and count as two perks instead of one. In such a case—if the player decides the character will have that perk—they must relinquish another perk so that the total perk count always equals three.

Difference From Talents. Perks are similar to that of talents (explained on page XYZ); with both offering special abilities to the character. However, the chief difference between the two is that that perks are inherit to a species and come naturally to the character; whereas talents are archetype-dependent and can be trained, forgotten and/or re-trained at a later time.

A list of perks (including bonus perks usable for custom-made species) can be found on page XYZ.

SPEED

The **Speed** of the character is a measure of the number of **Speed Points (SPD)** they have to expend moving through spaces of an area.

Beginning Speed

Creatures of different types move at different speeds. Some species are fast and nimble while others are slow and lumbering. Therefore, the character's species determines their speed. In **CHAPTER 2: CHARACTER CREATION**, after the player

has chosen the character's species, the base speed is listed for easy reference.

Most creatures can move at a speed of 4 to 8 spaces per turn.

Combat Speed

Combat (and other scenarios that require precise planning & attention to detail) are played-out in slow-motion—referred to as tactical time. Tactical time is played out on a local map with square (or hexagon) spaces equaling 1 meter in length.

During each turn of combat the character may perform two half-round actions moving. Each time the character spends a half-round action moving, they have a number of speed points to spend equal to their speed score.

AS AN EXAMPLE,

The character has a speed of 6. During combat, they choose to spend a half-round action moving. The character has 6 speed points to spend on moving.

Terrain Types. Most spaces cost 1 speed point to enter (such as a road, stone floor, or hallway). However, some terrain is more difficult to traverse, requiring additional SPD to enter (e.g. 2, 3, 4, or more SPD per space).

Double Movement. Because a character can perform two half-round actions each turn of combat, they may move twice—each time gaining a number of SPD equal to (but never more than) their speed score.

Other Speeds

During other time intervals, the character has more time to move greater distances (such as overland over many hours). Therefore, the number of SPD the character has is scaled up to reflect the greater intervals and distances. The current number of SPD a character has is dependent upon what time interval the adventure is playing in and the map type they are exploring.

During these other time allotments, the character's SPD replenishes at the start of each time interval, rather than at the start of each half-round.

TALENTS

As the character grows in experience, they develop **Talents** that they can use during their adventure. Talents are special abilities specific to an archetype (see page XYZ); and are divided into two tiers: basic talents & intermediate talents.

Beginning Talents

Each tier of talents become available to the character at certain experience levels (dependent upon the archetype of the PC—see the table to the right).

Training

Each tier has two talents to chose between. Once a tier becomes available to the character, they may seek out a teacher (or master) of the same archetype as themselves (but at least one level higher) to train in one of the two talents.

TALENT LEARNING

Archetype	0	1	2	3	4	5
Arcanist	—	B	—	—	—	I
Disciple	—	B	—	—	—	I
Scout	B	—	I	—	—	—
Warrior	B	—	—	I	—	—

B = Basic talents, I = Intermediate talents, 0-5 = Experience levels

Training In A Talent. Once the character has chosen which talent they will train in, they must spend any necessary money and time training. If their training is successful, they acquire the new talent and may begin using it immediately.

Switching Talents. After a talent has been learned, it cannot be changed later (e.g. exchanged for the other talent within the same tier), unless the PC spends the necessary time and money retraining with a teacher or master. If the character successfully retrains, they forget their previous talent of that group but acquire the new talent they trained in. Characters may switch between talents within the same tier in this manner as many times as they wish, paying the required costs each time—but can never have more than one talent from the same tier at the same time.

CHAPTER II: CHARACTER CREATION

Below are step-by-step instructions on what players need to do to create a new player-character for the OPEN ADVENTURE game. In a two-person game (with one Host and one player), a player should create at least two player-characters, instead.

CREATION OVERVIEW

1. Read Basic Character Rules. Read the first chapter of this book concerning primary abilities (on page XYZ), secondary abilities (on page XYZ), and independent abilities (on page XYZ) to familiarize yourself with the terms and player-character mechanics of the game.

2. Write-Down Primary Abilities. On a blank sheet of paper write down the titles of the player-character's seven primary abilities: Strength, Perception, Dexterity, Intelligence, Vitality, Charisma, and Magic. If an OA Character Record Sheet (CRS) is being used, the seven abilities will already be printed on the record sheet. A CRS template is available on page XYZ for reference.

3. Roll 2D Three Times. Then choose one of the rolls to determine the **Species** (page XYZ) the PC is born as, then choose one of the other rolls for the PC's **Race**. The third roll is discarded. Write down all starting scores, perks, and other important information about their species and race.

4. Choose A Trade. As a young adult, the PC must attempt to enter one **Trade** (see page XYZ). The character may be required to perform an entry test to see if they can join. If they fail, they must instead pursue another trade. Once in a trade, characters must pursue a **Profession** related to their trade.

5. Choose An Archetype. As an adult, the PC embraces a life path-known as an **Archetype**. Choose one archetype (starting on page XYZ) for the PC and write down any bonuses, penalties, and talents the PC receives.

6. Character Name & Details. Choose a name, personality, background, and moral alignment (on page XYZ) for the character. Give this step care, as once you've chosen a name and personality, they can rarely be changed!

7. Customize The PC. Allocate 5 additional points to any of the primary abilities. No primary ability (except magic) can have less than 1 point, and no primary ability can have more than 10 points total.

8. Fill In The Numbers. Fill in the scores for all of the PC's primary & secondary abilities, and any other details.

9. Starting Experience Points. Set aside a section of the paper for experience points (XP), explained

on page XYZ. Starting characters begin with "0" XP. Next, make a note of the amount of XP needed to advance to 1st level (100 XP) and record any XP bonuses or penalties from them having exceptionally high (or low) primary ability scores.

10. Starting Currency. Consult page XYZ to determine how much starting currency the PC begins with. Starting weapons, armor, and adventure equipment (beginning on page XYZ) can be purchased with the PC's currency. Write down what the character purchased on the back of the paper. Deduct any money spent buying equipment.

11. Calculate Attack Scores. Determine the character's **Attack** score by adding their weapon's **Destruction** rating to their Strength ability—if the weapon is melee, or Perception—if the weapon is ranged. Write the new number in a section titled "Attack".

12. Calculate Defense Score. Find the character's **Defense** score by adding their Dexterity ability to their armor's **Protection** rating. Write the new number in a section titled "Defense".

GROUP COLLABORATION

Character creation should not be thought of as a solo event—but instead as a collaborative one. Players are encouraged to create their characters together at the same time and even share (or entwine) two or more of the backgrounds, motivations, and experiences between the characters. Before finishing up, players should let the Host review their finished character before the game begins. The GH may have a few suggestions or changes they'd like to see regarding the details.

SEEKING HELP

Players should consult with the Game Host concerning any problems or questions regarding character creation. An example of a character being created from scratch can be found on page XYZ.

STEP-BY-STEP CHARACTER CREATION

Before a player can play the game, they must create a player-character. The following instructions outline the steps needed to create a complete PC ready for an adventure (or expedition) in the OPEN ADVENTURE game.

I. SELECT A SPECIES & RACE

» QUICK CREATION

Roll 2D three times then assign one roll to choosing the character's species and one roll to choosing the character's race. The third roll is discarded.

SPECIES

The character is assumed to be of a particular creature type. Creature types are referred to as **Species**. Each species carries with it an array of strengths, weaknesses, and abilities. The player doesn't need to know all the personality traits of a creature type to begin playing it—if in doubt, they're encouraged to make it up!

Random Species Selection

To begin, the player must roll 2D three times and consult the table on page XYZ. The player may assign one of the rolls they made to a species of the same number that the character is born as.

AS AN EXAMPLE,

The player is creating a new science-fiction character. They roll 2D three times for results of 5, 4, and 7. The player may assign one of the rolls to the common species table on page XYZ. The character may be born as either an android (5 & 4) or human (7).

Once the character's species has been determined, the player should write down all of the details of that creature type (found on the following pages):

- ◆ **Primary Ability Scores.** The default scores creatures of that type begin with. As the character grows from adolescence to adulthood in the following steps, certain numbers will increase or decrease (depending on the choices made by the player).
- ◆ **Speed.** A score representing the number of points the creature can spend to move through spaces. See page XYZ for details about movement.
- ◆ **Size.** Denotes both the height and body type of the creature. See page XYZ for details concerning character sizes.

A New Adventurer Is Born...

From the far reaches of space to the deep depths of medieval dungeons, the fantastic realms of fantasy and science-fiction adventures are full of unique and colorful characters. However, first each would-be adventurer must be born into the imaginary world created by the Game Host.

Upon reading these words, your newborn character comes to life inside this gonzo realm. They are members of a unique species, born into a household, and raised in a homeland—complete with its own culture, alignment, race, and more.

What adventures, dangers, and treasures await them? Accept the adventure's challenge, choose a species, continue to step 2, and find out!

- ◆ **Perks.** Perks represent special abilities that are inherit to the species. See page XYZ for details on perks.
- ◆ **Races.** A sub-race of the creature type, grouped together on the basis of a common history, lineage, nationality, or geography. See below for more information about races.

Races

Each creature type has three **Races** available that can be chosen during player-character creation. A race is a sub-type, or variation, of the parent species' genealogy. Creatures of the same race are known to gather and live together in unique societies that share the same arts, beliefs, customs, and predominating attitudes, values, and behaviors of an entire culture—although it's possible individual characters may not share the same traditions, activities, or values as their own race. Each adventurer is assumed to have been raised, trained, or otherwise steeped in the culture of their race for many years.

Random Race Selection

To determine the character's race, the players must turn to the page listing the species of the character. At the bottom of the page for that species are three possible races of that creature type, organized into three distinct populations:

Common Races. These populous represents a race that is frequently found when creatures of the species are encountered. Because of their prevalence, they are considered the “normal” form of that species. A roll of 2 through 7 on the 2D race se-

lection roll denotes the character's race is the frequent variant.

Uncommon Races. These populous represent a race that is far less familiar or prosaic. An uncommon race tends to be more reclusive, exotic, isolated, or has its population threatened. A roll of 8 through 10 on the 2D race selection roll denotes the character's race is of the infrequent type for their species.

Rare Races. These populous represents a race that is truly scarce. Races of this form only make up a fraction of the species' denizens. A rare race tends to be bizarre, extraordinary, or simply of an endangered (or dying) parentage. A roll of 11 or 12 on the 2D race selection roll denotes the character's race is of the foreign type.

The player must assign one of the remaining two 2D rolls (that was initially rolled when the player selected the character's species) to the character's race.

AS AN EXAMPLE,

The player rolled 2D three times and got results of 5, 4, and 7. The player assigned the 4 to the character's species, leaving them with a 5 or 7 to assign to the character's race.

COMMON SPECIES

Roll 2D	Fantasy	Science-Fiction
2-5	Dwarf	Android
6-8	Human	Human
9-12	Elf	Genetic Clone

Write down all the details of the selected race onto the character record sheet, and make any adjustments to the character's primary abilities.

☒ ALTERNATIVE RULE

With the Host's approval, the character may be any species and/or race of the player's choosing.

ⓘ CHANGING ABILITY SCORES

As the character grows from a child into an adolescent, so too will many of their ability scores grow and change. The primary abilities listed for the character's species is only the beginning. Each race modifies these scores, and in the following steps of player-character creation, additional points will be allocated to their abilities as they become a young adult.



HUMAN

STR:	PER:	DEX:	INT:	VIT:	CHA:	MAG:
4	2	2	6	4	2	-

Humans are the most widespread of all the species. Their traits of curiosity, resourcefulness, and unyielding courage have helped them to adapt, survive, and prosper in almost every world they have explored.

Speed. 6

Size. Medium height & average body

Fast Climb. Humans are proficient when climbing, gain +2 speed when moving through vertical terrain, and can free-hang twice as long as normal.

Intuitive Swim. Humans are good swimmers, allowing them to move through liquid terrain at normal speed and be proficient with all swim ability tests.

Purebred Humans

Purebred humans are made of many shapes, sizes, colors, and creeds, but all stem from an unbroken, pure-blooded lineage.

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Common (2-7 on 2D)
- ◆ **Ability Changes.** -1 Perception, +1 Dexterity, +1 Charisma
- ◆ **Swift Sprint.** Purebred humans may expend 1 stamina point to gain +50% of their speed (rounded down) until end of turn.

Highborne Humans

A select few humans have been bred (or evolved) to a higher level of existence. These humans often possess superior intelligence, super powers, or advanced mental capabilities.

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Uncommon (8-10 on 2D)
- ◆ **Ability Changes.** -1 Strength, +1 Perception, +1 Intelligence
- ◆ **Fear Resistance.** Highborne humans have +2 willpower against fear and charm magic, effects and conditions.

Protohumans

Protohumans are the remnants of an evolutionary dead end, or mutant humans. They often live primitive lives and are considered inferior by many to that of the more common forms of their species. Protohumans contain brutish features and are often unkempt.

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Rare (11-12 on 2D)
- ◆ **Ability Changes.** +1 Strength, -1 Perception, +1 Vitality
- ◆ **Fast Heal.** Protohumans naturally heal +1 HP per experience level each day, but also suffer +50% damage and effects from acid, disease and poison.

FANTASY SPECIES

Below is an alphabetical list of fantasy species that may be used throughout the game of OPEN ADVENTURE.

DWARF

STR:	PER:	DEX:	INT:	VIT:	CHA:	MAG:
4	2	2	2	6	4	-

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 evil influences.

Speed. 6

Size. Small height & stout body

Stalwart Tolerance. Dwarfs are proficient when saving versus nonmagical biological (acid, disease, and poison) damage and effects.

Rapid Recovery. Dwarfs naturally recover +1 SP per experience level for each short rest they complete.

Hill Dwarf

Hill dwarfs are shrewd barterers, preferring to trade with travelers from far away lands. Many hill dwarfs are master whitesmiths—cutting and polishing renown, ornate jewelry, and gems which they use to trade for exotic goods from passersby. Hill dwarfs prefer to wear earth-toned, practical clothing, and build their homes above-ground (or dug into the side of a hill) with roofs open to the sky.

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Common (2-7 on 2D)
- ◆ **Ability Changes.** +1 Strength, -1 Intelligence, +1 Vitality
- ◆ **Hallowed Heart.** Hill dwarf souls are naturally pure, making them resistant towards evil-damage, evil-magic, and evil-effects.

Mountain Dwarf

Mountain dwarfs construct mighty strongholds in the heart of mountains, where they mine for valuable minerals and buried treasure. Many mountain dwarfs are grandmaster engineers and blacksmiths.

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Uncommon (8-10 on 2D)
- ◆ **Ability Changes.** +1 Strength, -1 Dexterity, +1 Vitality

- ◆ **Fast Climb.** Mountain dwarfs are proficient when climbing, gain +2 speed when moving through vertical terrain, and can free-hang twice as long as normal.

Deep Dwarf

Deep dwarfs, also known as gray dwarfs, are a bitter, grim race of miners who delved too deep into the mantle, and went mad with goldlust. They will stop at nothing to protect their subterranean horde of treasure, and are often paranoid towards everyone (including their own kin).

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Rare (11-12 on 2D)
- ◆ **Ability Changes.** +1 Perception, -1 Dexterity, +1 Charisma
- ◆ **Dark Vision.** Deep dwarfs can see in darkness and twilight as if it were in brightness. However, deep dwarfs can only see up to 6 spaces away and not discern color when in brightness.

ELF

STR:	PER:	DEX:	INT:	VIT:	CHA:	MAG:
-	4	2	4	2	2	6

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

Speed. 7

Size. Medium height & slim body

Light-Footed. Elves can walk over mud, sand, snow, and other non-liquid sinking terrain as if it were normal terrain.

Watchful Instincts. The threshold needed for elves to surprise other characters is reduced by -1 (from 5 to 4). However, if the elf is making noise (including passively such by wearing metal armor), or less than 10 spaces away from characters lacking this perk, it cannot be used.

Wood Elf

Wood elves prefer to live in wooded enclaves. They patrol their borders diligently to keep out unwelcome outsiders. They build their homes in the trees and treat the forest groves of their kingdoms

with the same religious homage as humans treat cathedrals.

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Common (2-7 on 2D)
- ◆ **Ability Changes.** -1 Strength, +1 Perception, +1 Dexterity
- ◆ **Gaeon Lifeblood.** Wood elves' essence are attuned with nature, making them resistant towards nature-damage, nature-magic, and nature-effects.

High Elf

High elves hold a deeply spiritual connection with nature and the world of magic. Legends speak of high elves descending from the heavens making them immortal—never dying of old age (though they can still be killed; or die from a broken heart). Over the millennium, high elves have constructed great libraries of history & magic.

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Uncommon (8-10 on 2D)
- ◆ **Ability Changes.** +1 Intelligence, -1 Vitality, +1 Magic
- ◆ **Spell Resistance.** High elves are immune to paralysis and are proficient when saving versus arcane-damage, arcane-magic and arcane-effects.

Dark Elf

After a sect of savage elves twisted magic into a wicked version of its former self, they were driven underground as outcasts. Over thousands of years their magic grew more cruel, their skin black as night, and their hair silver as a full moon. Dark elves, also known as “the unwilling”, are more alluring, hedonistic, and suspicious than their brethren. They hate the sun and most surface creatures.

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Rare (11-12 on 2D)
- ◆ **Ability Changes.** +1 Dexterity, -1 Intelligence, +1 Charisma
- ◆ **Dark Vision.** Dark elves can see in darkness and twilight as if it were in brightness. However, elves can only see up to 6 spaces away and not discern color when in brightness.

SCIENCE-FICTION SPECIES

ANDROID

STR:	PER:	DEX:	INT:	VIT:	CHA:	MAG:
2	4	4	6	2	2	-

Androids are machine robots made to resemble the anatomical likeness of a humanoid. Most androids—but not all—have two legs, two arms, a head, and torso. Androids can speak, see, and think like humans due to their likeness. They 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.

Speed. 6

Size. Medium height & stout body

Machine Body. Androids are made of logic boards and circuitry making them immune to non-magical biological-damage (acid, disease, and poison) and biological-effects, but susceptible against energy-damage and energy-effects.

Suffocation Resistance. Androids can hold their ventilation (breath) up to three-times longer than normal before suffocating.

Technician Android

Technician androids are skilled workers designed to build and repair machines, weapons, and starships. Most technician androids can interface with the inboard computers of transports and other heavy machinery to provide digital augmentation (such as piloting, weapons control, supralight computations, etc.) & assistance.

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Common (2-7 on 2D)
- ◆ **Ability Changes.** -1 Strength, +1 Perception, +1 Intelligence
- ◆ **Thermal Vision.** Technician androids can see bodies of heat when in darkness (or twilight) up to 6 spaces away. Thermal vision cannot be used to detect cold blooded or undead creatures.

Assistance Android

Assistance androids are experts concerning biological species and races. Often, they are tasked with jobs of hospitality, medicine, and translation. Assistance androids typically take on the anatomical likeness and personality of the species they serve.

Considered loyal by nature, they make obedient allies (and sometimes even friends) to their biological masters.

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Uncommon (8-10 on 2D)
- ◆ **Ability Changes.** -1 Strength, +1 Perception, +1 Charisma
- ◆ **Psionic Resistance.** Assistance androids are immune to fascination and have +2 willpower against psionics and abilities that use psi.

Combat Android

Dauntless, these fearless androids are made for war. Clad in state-of-the-art armor, their reinforced frame can take considerable damage before malfunctioning. Most combat androids are used in policing or security, but a few special units operate on the battlefield alongside soldiers & mercenaries. Built with the best battle tech; combat androids are considered by many as perfect killing machines.

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Rare (11-12 on 2D)
- ◆ **Ability Changes.** +1 Strength, -1 Intelligence, +1 Vitality
- ◆ **Natural Armor.** Each time combat androids would suffer nonmagical kinetic damage, they may expend 3 stamina points to negate 1 damage. This perk may only be used once per turn.

GENETIC CLONE

STR:	PER:	DEX:	INT:	VIT:	CHA:	MAG:
4	4	2	2	6	2	-

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, perceptive eyes & ears, 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, the rogues wander the expanse of space taking on various jobs for galactic credits. A few still enjoy the thrill of combat and seek out bounty hunting or mercenary jobs—while others try to escape their past.

Speed. 5

Size. Medium height & stout body

Fast Heal. Clones naturally heal +1 HP per experience level, each day, but also suffer +50% damage and effects from acid, disease, or poison.

Rapid Recovery. Clones naturally recover +1 SP per experience level for each short rest they complete.

Soldier Caste

Genetically modified to be near-perfect warriors, soldier clones are designed not to fear death, and to faithfully carry out the orders of their superiors without moral objections. As natural predators, most struggle to fit into peaceful societies; instead preferring to live amongst their brotherhood in a strict hierarchy along the frontline.

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Common (2-7 on 2D)
- ◆ **Ability Changes.** +1 Strength, -1 Intelligence, +1 Dexterity
- ◆ **Catlike Reflexes.** Soldier clones are proficient when making a reflex save against traps.

Command Caste

Devised as a command & control caste, these clones spend their life achieving mastery over leadership and battle tactics. As natural officers, their sharp wit gives them an edge over the opposition by predicting the enemy's next move before they've made it.

Feared for what they know—and the blind loyalty they wield from their subordinates—a single command clone can turn the tide of battle by directing troops, mechas, starships, and covert units, masterfully across the battlefield like a chess grandmaster.

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Uncommon (8-10 on 2D)
- ◆ **Ability Changes.** -1 Strength, +1 Perception, +1 Charisma
- ◆ **Luminal Resistance.** Command clones are strong versus nonmagical illumination and electric damage and effects.

Vanguard Caste

Known by their command simply as “ISTARS”, vanguard clones are masters of intelligence-gathering, surveillance, target-acquisition, reconnaissance, and sabotage. Considered the elite units of all the clones, they're tasked with top secret missions behind enemy lines; where they have a virtuosity in asymmetrical guerrilla warfare—preferring to fight from the shadows.

With a well-placed bullet, their ghost-like actions have been known to change the course of an entire war.

SUMMARY OF RACIAL TRAITS & ABILITIES

- ◆ **Populous.** Rare (11-12 on 2D)
- ◆ **Ability Changes.** +1 Strength, -1 Intelligence, +1 Vitality
- ◆ **Watchful Instincts.** The threshold needed for vanguard clones to surprise other characters is reduced by -1 (from 5 to 4). However, if the clone is making noise (including passively such as by wearing metal armor), or less than 10 spaces away from characters lacking this perk, it cannot be used.

II. GROWTH: CHOOSE A TRADE & PROFESSION

» QUICK CREATION

Choose a trade for the character. The PC must pass a qualification test to pursue the trade. Once they're in a trade, choose a related profession for them.

TRADES

The PC is now ready to pursue a **Trade** early in their life. Trades are broad sectors of industry, business, or commerce. Every trade has certain requirements demanded upon the character before they can enter. Once qualified, the character takes on a **Profession** within the related trade (see page XYZ for more details).

There are 8 trades available (starting on page XYZ), spanning a wide range of sectors within society. The player must decide what trade the PC is most capable of pursuing, and what type of profession within that trade would be appropriate for their personality.

Qualifying For A Trade

Prior to the character entering a trade chosen by the player, they must meet the minimum requirements of that trade—known as “qualifying”.

The player compares the primary abilities scores of the PC to that of the minimum scores listed for the chosen trade (e.g. “STR 3+”). If each of the character's primary abilities are equal to (or greater than) the minimum scores listed for the trade, the PC automatically qualifies, and may enter the trade immediately to pursue a profession.

The Character's Journey Beckons...

From childhood, the character has grown older and now approaches young adulthood. As an adolescent, the character begins looking to wider horizons. They hunger for knowledge & experience and wish to see more of the world. Able-body and sound of mind, they attempt to take up a profession and pursue a trade.

But before they can set out on their own; they must prove themselves worthy of the cause. Will they study at an academy or train under the careful guidance of a teacher? Will they set forth on their own and answer the adventure's call? Perhaps they will roam the world in wanderlust. Wherever their path may lead; the choices they make in these formative years will shape and mold who they become as an adult in step 3!

AS AN EXAMPLE,

A character with an Intelligence 4 and Dexterity 6 would automatically qualify for the engineering trade which requires an Intelligence of 3 or higher, and a Dexterity of 5 or higher.

However, if one or more of the character's primary abilities is less than the minimum scores listed, the PC may *not* enter the trade (unless they pass a qualification test, see below).

QUALIFICATION TESTS

To qualify for a trade, the character makes an ability test for each ability score that is below the minimum number required (the PC may still attempt the test even if their ability score is 0 or less).

If the character's ability test total is equal to (or greater than) the minimum score needed, they pass their qualification test. If the character passes all of their qualification tests, they may immediately enter the trade (otherwise they have failed, see below).

AS AN EXAMPLE,

The PC has a Dexterity 4 and Vitality 3. They attempt to join the military trade, which requires a Dexterity of 3+ and a Vitality of 4+. Since the character's Vitality is too low, they attempt to qualify for entry by making a Vitality-based ability test.

The player rolls a +2, giving them a total of 5, qualifying the PC to enter the military trade.

TRADES

Trade	Qualifications
Crime	STR 2+, DEX 3+
Engineering	INT 3+, DEX 5+
Forage	PER 2+, VIT 3+
Military	DEX 3+, VIT 4+
Ministry	STR 4+, PER 3+
Occult	INT 2+, CHA 5+, MAG 3+
Primitive	None (Automatic)
Theology	CHA 2+, VIT 5+, MAG 3+

A Second Chance. Characters may only make one qualification test per ability per trade. However, each player may choose to re-roll all qualification tests for a single trade of their choosing. However, this retry may only be attempted once per character. If the player chooses to re-roll, the second dice result must be used.

Failing Qualification. If the character fails a qualification test, they cannot enter that trade. The player should include such an event as a story within the character's background.

AS AN EXAMPLE,

The character failed to enter a trade because they were not ready for the demands of the trade, decided to pursue another path early in their profession, or was forced to leave (due to injury, illness, or social bond).

The Primitive Path. If the character attempts to enter multiple trades and fails each qualification test—or if they choose not to engage in a normal profession—they may take up the “primitive” trade. The primitive trade requires no qualification test. Characters with no profession (unemployed) or personal wealth are assumed to be in the primitive trade. See page XYZ for details about this special trade.

Entering A Trade

Immediately after the character begins pursuing a trade, they gain a number of bonuses listed for that trade. Refer to the individual trades (starting on page XYZ) for details of each bonus.

The player should write down all of the following information about the PC's chosen trade:

- ◆ **Qualification.** Denotes the minimum ability scores the character must attain either naturally or through a qualification test.
- ◆ **Standard Of Living.** A relative measure of wealth provided to the character by their pro-

fession. Used when determining the character's starting wealth.

- ◆ **Professions.** A list of example professions the character can assume after pursuing the trade.
- ◆ **Trade Benefits.** Bonus modifiers to the character's primary and secondary abilities. These bonuses are gained after entering the trade.

PROFESSIONS

The day-to-day actions and deeds of the character are considered his or her **Profession**. Professions are the same as a job, career, or occupation. After joining a trade, the character takes up a title that defines their expertise (e.g. "paladin", "smuggler", or "wizard"). Players may choose any professional title they wish for their character (or create a custom one of their choosing), so long as it adheres to the following two rules:

- ◆ The profession is permitted by the Game Host.
- ◆ The profession's responsibilities and obligations are appropriate for the character's trade.

AS AN EXAMPLE,

After joining the forage trade, the character decides to take on the profession of a "trapper".

1 APPROPRIATE PROFESSIONS

The GH may disallow certain professions—particularly if they do not fit the adventure style, or require a high rank or social status.

Professional Benefits

The character is proficient in *any* skill test that the Host decrees as being within the responsibilities, knowledge, or skill-set of their profession. See page XYZ for more details on proficiency.

AS AN EXAMPLE,

A character who is a thief attempts to pick a lock to a treasure chest. The Host agrees that lock picking is a skill that a thief would possess. The Host grants that character proficiency to their lock picking skill test.

Only actions that are considered by the GH to be direct requirements for performing the profession's common duties are considered eligible.

TRADES LIST (ALPHABETICAL)

Crime

QUALIFICATION: Strength 2+, Dexterity 3+

Crime is the dark and secretive art of unlawful acts taken against a state, person, or property by individuals (or organizations). Crime typically involves theft, destruction, terror, or deception. Criminals are known to live on the outskirts or in the shadows of society to avoid prosecution.

Standard Of Living. Low

Professions. assassin, crime lord, gangster, hacker, mountebank, outlaw / fugitive, pirate, scoundrel, smuggler, thief

SUMMARY OF TRADE BONUSES

- ◆ **Ability Increases.** +1 Perception, +1 Charisma
- ◆ **Break & Enter.** The character has +3 skill points whenever they either lock pick, forcefully open doors, bend bars of gates, or lift portcullises (choose one). Once chosen, this bonus cannot be changed later.
- ◆ **Nimble Fingers.** The character has +1 skill point whenever they are attempting to either disarm or salvage nonmagical mechanical traps (choose one). Once chosen, this bonus cannot be changed later.

Engineering

QUALIFICATION: Intelligence 3+, Dexterity 5+

Engineering is the study of mechanisms, mathematics and construction. Engineering typically involves science, ingenuity, improvisation, math and logic. Engineers are commonly found in the employ of great cities, kingdoms, and other established communities in need of infrastructure.

Standard Of Living. High

Professions. architect, biotechnologist, cartographer, cryptologist, engineer, forensics specialist, inventor, programmer, roboticist, technologist

SUMMARY OF TRADE BONUSES

- ◆ **Ability Increases.** +1 Strength, +1 Intelligence
- ◆ **Nimble Fingers.** The character has +2 skill points whenever they are attempting to either disarm or salvage nonmagical mechanical traps (choose one). Once chosen, this bonus cannot be changed later.
- ◆ **Structural Apperception.** The character has +2 skill points whenever they attempt to detect un-

Chapter II: Character Creation

safe walls & ceilings, new construction and sliding walls.

Forage

QUALIFICATION: Perception 2+, Vitality 2+

The search for natural food sources by hunting, fishing, trapping wild game, or gathering plants, fungi and fruits—among others—both on land and at sea. Foraging typically involves a tribe or band of characters working together to search and capture (or gather) food and other resources.

Standard Of Living. Poverty

Professions. fisher, frontiersman, gatherer, herbalist, hunter, ranger, sea hunter, tracker, trapper, tribesman

SUMMARY OF TRADE BONUSES

- ◆ **Ability Increases.** +1 Perception, +1 Dexterity
- ◆ **Valiance Increase.** +1 valor
- ◆ **Hunt & Gather.** The character has +1 exult point for every attack they make that targets a plant or beast.
- ◆ **Survival Instincts.** The character has +3 skill points whenever they attempt to either hunt, gather food, create traps, find drinkable water, build survival shelters, or craft fire (choose one). Once chosen, this bonus cannot be changed later.

Military

QUALIFICATION: Dexterity 3+, Vitality 4+

Professional soldiers and warriors trained in the deadly skillsets of hand to hand combat, scouting, marksmanship, and warfare. Most military are tasked with defending a nation's borders, conquering an enemy, and protecting the patrons of their state.

Standard Of Living. Middle

Professions. artilleryman, knight / cavalier, raider / raider, mercenary, ninja / ghost operative, militiaman, commando, sapper, soldier, spy / saboteur, tactician

SUMMARY OF TRADE BONUSES

- ◆ **Ability Increases.** +1 Strength, +1 Vitality
- ◆ **Valiance Increase.** +3 Valor
- ◆ **Soldier's Pace.** The character may travel +4 hours more than normal before risking exhaustion.

- ◆ **Ambuscade.** The character has +1 initiative when determining surprise (only).

Ministry

QUALIFICATION: Strength 4+, Perception 3+

Politicians, royalty, and workers of a state (or kingdom) make up the ministry trade. Often referred to as a government or sovereignty; the ministry trade is responsible for all the inner workings—and policing—of its statehood.

Standard Of Living. Middle

Professions. bounty hunter, emissary, detective / investigator, ambassador, guard / sentinel, king / queen, law enforcer, noble, prince / princess, rescuer

SUMMARY OF TRADE BONUSES

- ◆ **Ability Increases.** +1 Strength, +1 Perception
- ◆ **Valiance Increase.** +1 Valor
- ◆ **Erudition Increase.** +1 Wisdom
- ◆ **Law & Order.** The character has +2 skill points whenever they attempt to either investigate, recall knowledge of law, or commemorate lore about customs & culture (choose one). Once chosen, this bonus cannot be changed later.
- ◆ **Lawful.** The character has +2 exult points each time they make an attack that targets (or a guard action against) a bandit, thief, or other criminal.

Occult

QUALIFICATION: Intelligence 2+, Charisma 5+, Magic 3+

A widely feared and misunderstood trade. These are the men & women who would dare meddle in the world of magic, psionics, and other arcane mysteries. The occult trade is rarely seen openly sharing their gifts and knowledge; but instead prefer to only reveal their magics to an elite few.

Standard Of Living. Wealthy

Professions. alchemist, astrologer, enchanter, mage, medicine man, psion, sangoma, shaman, soothsayer / seer, wizard

SUMMARY OF TRADE BONUSES

- ◆ **Ability Increases.** +1 Intelligence, +1 Magic
- ◆ **Resolve Increase.** +1 willpower.
- ◆ **Lingua Arcana.** The character has +2 language points when reading & writing one magical language (of the player's choice).

- ◆ **Arcane Incursion.** The character has +1 magic attack when casting a spell or psionic.

Primitive

QUALIFICATION: None (automatic success)

Technically not a trade, primitivism is more of a lifestyle, devoid of regular employment. Instead, those who live this primeval way are often without money, luxuries and other trappings of daily life. Either by choice (or forced into this archaic order) most primitives take up a nomadic life of barbarism or hermitage.

Standard Of Living. Poverty

Professions. barbarian, caveman / savage, drifter / wanderer, expatriate, hermit, nomad, outcast / exile, panhandler, scavenger / pillager, vagabond / transient

SUMMARY OF TRADE BONUSES

- ◆ **Ability Increases.** +1 Strength, +1 Dexterity
- ◆ **Urban Survival Instincts.** The character has +2 skill points whenever they attempt to navigate in an urban area, recall knowledge about a local settlement and sense lurking danger when in a city or kingdom.
- ◆ **Trapcraft.** The character has +2 skill points whenever they attempt to either construct, find, or disarm (choose one) pits, snares, dead falls and other nonmagical traps. Once chosen, this bonus cannot be changed later.

Theology

QUALIFICATION: Vitality 5+, Charisma 2+, Magic 3+

The theology trade looks outside the world and its trivialities for something greater. Those within this trade devote their lives to a higher power, commonly taking on the quest of deepening their understanding of their spiritual force and strengthening their faith through the use of prayer, text, and practice.

Standard Of Living. Wealthy

Professions. cleric, druid, monk, mystic / diviner, necromancer, paladin / templar, sorcerer, thaumaturgist, voodoo priest, witch / warlock

The Adventure Begins...

Over the years, the character has grown into adulthood. Through their profession (and other life experiences) they have embarked down the road to revelation & self discovery.

At this moment, they are ready to cross the threshold into the field of adventure, accept an archetype that will define their destiny, and leave behind their old world for the realm of the unknown.

Now they are ready to heed the call to adventure and begin to face the trials that await them!

SUMMARY OF TRADE BONUSES

- ◆ **Ability Increases.** +1 Charisma, +1 Magic
- ◆ **Endurance Increase.** +1 stamina point
- ◆ **Radiant Brilliance.** The character is proficient in all skill tests when directly in either brightness, twilight, or darkness (if the character's alignment is good, neutral, or evil, respectively).
- ◆ **Tutelary Materia.** The character has +2 exult points for every attack they make with either a consecrated, natural, or desecrated weapon (if the character's alignment is good, neutral, or evil, respectively).

III. REVELATION: CHOOSE AN ARCHETYPE

» QUICK CREATION

Choose an archetype for the character. Record all of it's bonuses, penalties, abilities and characteristics.

After years of training and experience, and after a culmination of hard choices made and life events experienced, the character has grown into adulthood and ready to choose a life path-known as an **Archetype**. Archetypes can be thought of as a combination of broad characteristics, acumens and capabilities developed over years that define who the character is at the heart of their personality.

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

AS AN EXAMPLE,

If the player wanted their character to be a strong, courageous guardian who wields a spear or laser sword, they might be interested in their character belonging to the warrior archetype.

In total, there are seven archetypes that the player can choose from: arcanist, disciple, luminary, fighter, marksman, scout, or warrior. The details of each archetype are described below.

❶ APPROPRIATE ARCHETYPES

The GH may disallow certain archetypes (depending on the adventure style and canon of the fantasy universe).

ARCANIST

The Arcanist is perhaps the most mysterious and enigmatic of all the archetypes. Magicians and psionicists are known collectively as “arcanists”, and harness cryptic, arcane powers they pull from the ether or manifest in their minds. These magic and paranormal wielders employ occult powers that only they truly understand.

When used right, their awe-inspiring spells can change the tide of battle. Arcanists devote years to disciplined study and mastery of their oracular arts. Their minds are often centered and focused—with a strong intellect and formidable will.

Studious Learners. To maintain their flow of magical powers, arcanists must often concentrate through meditation and studying their craft. Once a day, every arcanist must devote 4 hours to such rituals. If they do not, their powers begin to wane.

For every hour that passes after a day of no meditation or study, treat all magic forms they attempt to cast as if they were one order higher than normal (to a maximum of 10, see rules about magic on page XYZ). This effect is cumulative. An arcanist may lower this penalty by 1 order for every hour they devote to meditation or study (to a minimum of the normal level required).

ARCHETYPES

Archetype	Expertise
Arcanist	Spells & psionics
Disciple	Religious & spiritual magic
Scout	Skills & intellect
Warrior	Melee-weapon combat

ARCHETYPAL BONUSES & PENALTIES

- ◆ **Ability Increases.** +1 Intelligence, +1 Magic
- ◆ **Health Points.** Gain +1D-1 HP per level.
- ◆ **Speed.** -1 speed
- ◆ **Erudition Increase.** +1 wisdom.
- ◆ **Magic Memory.** Arcanists can memorize +2 more spells, or psionics than normal.
- ◆ **Occult Resistance.** Arcanists are resistant to the damage & effects of either blue magic, red magic, light psionics, or dark psionics (player's choice).

Basic Arcanist Talents

At 1st level, arcanists may train in one of the two talents listed below.

FAST LEARNER

Arcanists can train to observe and learn faster than most other characters can comprehend. Every time the arcanist earns experience points, they gain additional XP equal in percentage to their current experience level.

DANGER SENSE

Arcanists can train to have a supernatural intuition when danger lurks nearby. The player may expend 1 stamina point to re-roll their next reflex save (up to a maximum of three times, paying the cost each time). Once completely used, danger sense cannot be used again until after the arcanist completes a short rest.

Intermediate Arcanist Talents

At 5th level, arcanists may train in one of the two talents listed below.

MAGIC MASTERY

Arcanists can train to cast higher-grade magic. Choose either one or two of the following magic forms: blue magic, red magic, light magic, or dark magic. Once chosen, this selection cannot be changed later.

The arcanist can use the 1st & 2nd grade of all the magic form(s) chosen. Additionally, if only one form was chosen (instead of two), the arcanist can use the 3rd grade after being promoted to 10th level (see magic details on page XYZ).

PSYCHIC

Arcanists can train to possess innate psionic powers. Choose one of the following psionics: “detect psionics”, “empathy”, or “minor telekineses”. Once chosen, this selection cannot be changed later. The arcanist may cast one instance of the chosen

psionic without needing to memorize it or pay the cast cost.

DISCIPLE

Disciples live a life of devotion and servitude towards their religious deity (or mystical cause). Many disciples belong to a sect of like-minded characters who have dedicated their existence to their faith. Religion & spirituality are important to disciples, with such beliefs serving as a moral compass and central tenant to their lives. Some disciples, however, do not follow any deity but, rather, are faithful to a spiritual force (or belief) that grants them power—such as a natural energy, or celestial spirit.

Faithful Worshipers. To uphold the blessings of their deity (or spiritual force) each day disciples must concentrate for 1 hour in prayer and devotional worship. Additionally, each disciple is obligated to follow three religious duties—known as “rites” (determined by the GH)—and three religious forbiddings—known as “ascetics” (also determined by the GH)—that fit the alignment and focus of their deity. Lastly, a disciple must always have the same alignment as their deity.

If a disciple lapses in any of the above requirements, they are no longer considered ardent in their beliefs; at which time their deity will immediately revoke their ability to cast white magic, green magic, or black magic (depending on if their deity, or spiritual force, is of a good, neutral, or evil alignment, respectively).

A disciple may reclaim ardency by righting the above mentioned wrongs, and devoting 6 hours to prayer and apology.

ARCHETYPAL BONUSES & PENALTIES

- ◆ **Ability Increases.** +1 Vitality, +1 Magic
- ◆ **Health Points.** Gain +1D+1 HP per level.
- ◆ **Speed.** -1 speed
- ◆ **Erudition Increase.** +1 wisdom.
- ◆ **Philia.** Disciples lose -1 exult point when attacking creatures of the same alignment as their deity.
- ◆ **Symbol & Scripture.** Disciples lose -10% XP for as long as they are without their magic symbol, and an additional -10% XP for as long as they are without their canon (religious book). Lastly, the disciple cannot promote to a new level for as long as they are without either item.

Basic Disciple Talents

At 1st level, disciples may train in one of the two talents listed below.

DIVINE SENSE

Disciples can train to have the ability to sense the presence of good and evil emanations—up to 12 spaces away. If the disciple concentrates for 1 minute, they learn of the exact location and alignment of any celestial, fiend, or undead creature within range, and of any nearby object or region that has been consecrated (or desecrated).

SHIELD BASH

Disciples can train to make an extra attack with their shield once per round, as a free action. Their shield is treated the same as a one-handed improvised weapon (see page XYZ).

Intermediate Disciple Talents

At 5th level, disciples may train in one of the two talents listed below.

AID ALLY

Disciples can train to offer an assisting hand to a nearby ally in the midst of combat. If an adjacent ally is attacking (or being attacked by) an enemy adjacent to them, the disciple may choose to spend a full-round action to come to their aid. Until end of round, either that ally gains advantage on their attack rolls (so long as they remain adjacent to the disciple), or all enemies gain disadvantage when attacking the ally (disciple’s choice).

Aid ally must be performed before the ally attacks (or is attacked) that round.

SPIRITUAL SUPREMACY

Disciples can train to use higher grade magic granted to them by their deity. The disciple can use 1st, 2nd & 3rd grade white magic, green magic, or black magic (if their alignment is good, neutral, or evil, respectively).

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 complete a job in a pinch.

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

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

Talented Specialists. To maintain their proficiencies and finesse, scouts must regularly practice

their skill-sets. Once a day, every scout must devote 2 hours to practicing utility trade craft and 2 hours to martial training. If they do not, their expertise will abate.

After a number of days equal to their level (minimum 1) of no practice and training, the scout loses their proficiency bonus to all skills of their profession. The scout may regain their proficiency by practicing, studying and training for 8 hours.

ARCHETYPAL BONUSES & PENALTIES

- ◆ **Ability Increases.** +1 Dexterity, +1 Intelligence
- ◆ **Health Points.** Gain +1D HP per level.
- ◆ **Speed.** +2 speed
- ◆ **Erudition Decrease.** -2 willpower
- ◆ **Endurance Decrease.** -1 stamina
- ◆ **Self-Defense Decrease.** -1 defense
- ◆ **Weaken.** The scout must carry, lift, push & pull -5 weight before taking encumbrance.

Basic Scout Talents

At 0th level, scouts may train in one of the two talents listed below.

CLOAK OF SHADOWS

Scouts can train to blend seamlessly into shadows. The scout may spend 1 minute of time attempting to hide in darkness (or twilight) with a +4 bonus. If successful, the scout remains perpetually invisible unless they attack, make noise (of talking volume or louder), cast magic, suffer damage, is touched by an enemy, or exposed to brightness.

NATURAL EXPLORER

Scouts can train to become experts of the wilderness. The scout's movements are not slowed while sneaking, tracking, or moving through moderate terrain of natural material (e.g. underbrush, rocks, mud, etc.), nor can the scout be tracked by creatures equal to or less than their experience level.

Additionally, the scout has three favored terrains. Choose three of the following environments:

- ◆ Aquatic
- ◆ Desert
- ◆ Forest
- ◆ Hill
- ◆ Marsh
- ◆ Mountain
- ◆ Plain

The environments apply to all four climates (tropic, subtropic, temperate and arctic). Once chosen, this selection cannot be changed later. Whenever the scout is within one of the chosen terrains,

they are proficient when performing one of the following ability tests (choose one):

- ◆ Climb
- ◆ Craft
- ◆ Handle Animal
- ◆ Hide
- ◆ Lore
- ◆ Navigate
- ◆ Search
- ◆ Signal
- ◆ Survival
- ◆ Swim

Additionally, for every two experience levels the scout is promoted (levels 2, 4, 6, 8 and 10), they gain proficiency in one additional skill from the list above (when in one of the favored terrains).

Intermediate Scout Talents

At 2nd level, scouts may train in one of the two talents listed below.

SNEAK ATTACK

Scouts can train to perform a focused surprise strike against their enemy, targeting a vulnerable region on their body.

Before the scout can perform a sneak attack, they must be hidden from the creature they're targeting (e.g. by hiding, sneaking, concealment, etc.), or the creature must be surprised or helpless. Additionally, if the scout is using a ranged weapon, they must be within a number of spaces from their target equal to their Perception score. The defending creature must be living and have a discernible anatomy—undead, constructs, oozes, plants and ethereals are immune to sneak attack.

When the scout performs a sneak attack with a one-handed melee weapon, ranged weapon, or unarmed attack, their attack gains advantage and additional damage equal to one-half of their level (rounded down).

The player must make a body region roll (on page XYZ) to determine which part of the creature's body is hit. The player may use any number of exult points rolled during the attack to influence the body region roll.

AS AN EXAMPLE,

A level 2 scout sneak attacks an enemy with an attack 8. The scout's attack gains advantage, and +1 damage (level 2 ÷ 2 = +1 damage). The player rolls +2 on the attack roll, increasing the attack to a total of 10. The defender only has a defense of 7, normally resulting in 4 damage being inflicted (3 + 1 additional damage = 4).

Next, the player rolls 1D on the body region roll, resulting in a strike to the creature's torso. The player uses the 2 exult points from the attack to increase this roll from a 4 to a 6 (for a strike to the head, instead). Attacks targeting the head deal double damage, bringing the total damage dealt to 8.

If the sneak attack reduces the creature's health points to less than one-half of their maximum HP, the creature must perform a fortitude save. A failure results in the creature being killed immediately.

VIGILANCE

Scouts can train to be alert against approaching enemies. The scout can never be surprised during initiative tests and they're proficient at attacking creatures that have not begun their turn during the first round of combat.

WARRIOR

Warriors are individual soldiers, mercenaries, bounty hunters and other various types of combatants. They are athletic, courageous in battle and believe every problem can be solved with their favorite weapon—especially when standing toe-to-toe with an enemy that bars their path. Warriors are veterans of war, accumulating years of experience through tried and true methods of combat.

Courageous Fighters. To uphold their inure and discipline, warriors must regularly practice their war-forged battle craft. Once a day, warriors must devote 2 hours to practicing battlefield tactics & martial training. Additionally, they must never take on either the “cowardly” or “reckless” vices. If they do not train (or they take on one of the two forbidden vices), their warriorship wanes.

After a number of days have elapsed, equal to their level (minimum 1), since the the warrior last trained (or since taking on a forbidden vice), the warrior becomes inept when making all attacks. The warrior may regain their combat prowess by training for 4 hours and accepting all diametrically opposed virtues of any of the forbidden vices they previously assimilated.

ARCHETYPAL BONUSES & PENALTIES

- ◆ **Ability Increases.** +1 Strength, +1 Vitality
- ◆ **Health Points.** Gain +1D+2 HP per level.
- ◆ **Speed.** -2 speed
- ◆ **Mighty Muscles.** +1 skill point in any Strength-based skill (of player's choice)

Basic Warrior Talents

At 0th level, warriors may train in one of the two talents listed below.

DUAL-WIELD SPECIALIZATION

Warriors can train to become adept at fighting with two weapons at once. When the warrior attacks with two one-handed melee weapons, their main-hand weapon does not have ineptitude from dual wielding (but their off-hand weapon still does).

POWER ATTACK

Warriors can train to poise their weapon for a crushing blow upon their enemy. The warrior may reduce their next attack with a two-handed melee weapon by -X; where X is a number (of the player's choice) between 1 and the weapon's destruction score (minimum 1).

If the attack would deal 1 or more points of damage, it inflicts +2 damage for every -1 point placed in X.

The player must declare the warrior is using power attack (and the value of X) before the attack roll is made.

Once used, power attack cannot be used again until the warrior completes a short rest.

Intermediate Warrior Talents

At 3rd level, warriors may train in one of the two talents listed below.

ENFEEBLING STRIKE

Warriors can train to perform strikes that slow and stun their opponents. As a special melee attack, if enfeebling strikes deals 1 or more points of damage, the defender becomes slow for a number of minutes equal to the number of points of damage dealt, instead.

Additionally, enfeebling strike also causes the defender to have disadvantage on all of their Strength-based, Dexterity-based and Vitality-based ability tests during the same time. When the warrior reaches level 6, enfeebling strike also causes the defender to become stunned for a number of rounds equal to one-half of the warrior's experience level.

Once used, enfeebling strike cannot be used again until after the warrior completes a short rest.

SWEEP ATTACK

Warriors can train to perform a spinning attack, targeting multiple enemies. The warrior may perform a special melee attack with both proficiency and sweep. If an enemy suffers 1 or more points of damage from sweep attack, they're also knocked back that many spaces (up to a maximum number equal to the warrior's level, minimum 1).

Creatures two or more sizes larger than the warrior cannot be knocked back this way.

Once used, sweep attack cannot be used again until after the warrior completes a short rest.

IV: ADDITIONAL CHARACTER DETAILS

The next step to creating the player-character is to fill in an assortment of miscellaneous information about them. The player should use the information they know about their character so far to begin fleshing out its details, including: the player-character's name, personality & behavior, background, alignment and physical size.

Player-Character Name

An appropriate name for the character must be chosen. A proper name is one that fits within the fantasy or science-fiction genre that the party will be exploring.

When coming up with a name, the player should consider special factors such as the gender and species of the PC, as each attribute can carry with it certain inflections.

If the player is uncertain of what name to use, they can consult with the Host for details about the imaginary world that the adventure will take place in, or even create their own fantastic or futuristic name.

Personality & Behavior

The personality and behavior of the character should be described in detail. Such factors include how the character speaks, what their mannerisms are, how they choose to dress, what they enjoy spending their money on, and how they spend their non-adventuring time.

Motives. The character must also have a clearly-defined motivation in their life. A motive represents a character's passion, purpose, or cause that they focus on completing. The PC should never join a party or pursue an adventure that is counter to their motive.

The player is encouraged to create a new motive for their character, or use some of the examples below:

- ◆ Balance/Harmony
- ◆ Hedonism/Vice
- ◆ Charity
- ◆ Ideology
- ◆ Conquest
- ◆ Love
- ◆ Creation
- ◆ Nobility/Honor
- ◆ Destruction
- ◆ Primitivism
- ◆ Discovery
- ◆ Proselytism
- ◆ Erudition
- ◆ Purity/Perfection
- ◆ Fame/Adoration
- ◆ Service
- ◆ Glory
- ◆ Wealth/Power

Oaths. An oath is a solemn promise, pact, or pledge. The character may, at the player's discretion, have made a sacred oath, declaration, or affirmation to an order (see page XYZ), deity, character, or cause.

The player is encouraged to create new oaths for their character, or use some of the examples below:

- ◆ Oath of Allegiance
- ◆ Oath of Protection
- ◆ Oath of Enmity
- ◆ Oath of Poverty
- ◆ Oath of Geas
- ◆ Oath of Secrecy

Rituals. Rituals are ceremonies that can be optionally practiced by the character (for either special events, during certain times of day, or during certain times of season). Rituals are performed for worship, purification, reverence, remembrance, passage, or fidelity (player's choice). Each ritual lasts 2D minutes and involves 1D components from the list below (of the player's choice):

- ◆ Consumption (of food, drink, or drug)
- ◆ Dancing
- ◆ Garb/Clothing, special
- ◆ Items (sacrificial or symbolic)
- ◆ Recitation (of sacred text or chants)
- ◆ Somatic gestures
- ◆ Songs/Music

Rituals can be performed either highly formalized (with a strict timing & order of actions), informal (where the intention is more important than the accuracy of actions), or invariant (which creates body & mind discipline through countless repetition of meditation/prayer).

Background

ADOLESCENCE

The Game Host will provide the player with basic information about the homeland that the PC was born & raised in during their adolescence, as well

as any pertinent material about the character's family or childhood back-story.

Homeland. Important information concerning the PC's homeland may include the relationship between their city and other neighboring sovereignties, the geography of the land, the predominating climate and the regional history.

Before the adventure begins, the location of the PC's homeland will usually be demarcated on an overland (or galactic) map representing the GH's fantasy-world.

Family & Household. Information about the player-character's family is often important, and may include stories of prominent family members, or the family's social class, ancestry, or reputation.

Life-Events. Details concerning special life-events that affected, or shaped the PC's childhood, or life are worth noting. Such events may include the death of a family member (or friend), an extraordinary discovery, or traveling to a far-away land.

Religions. Specifics about what religion, if any, the character adheres too will define an important section about the PC's life.

In fantasy genres religious organizations have great influences and can help (or hinder) the adventurer when they travel to towns, or meet others of a certain order. In science-fiction genres, religion may be as diverse as the alien species that subscribe to them—the religion may even span across the stars.

ADULTHOOD (BEFORE THE HOST'S ADVENTURE)

Additionally, information about how the character spent their young adulthood (and the years after taking up their trade) can prove pertinent.

Trade & Profession. Details about the character's profession is worth noting—such as their training prior to their employment, the challenges of the character's job, previous careers in their trade, or the player-character's personal growth and experience from years of work.

Mystery. Though rare, certain unusual, unexplained, or exotic events may have happened in the character's life. Such special events often lead to a significant happening—such as the revelation of a conspiracy/secret society, the discovery of a natural phenomenon (or unexplained anomaly), the revealing of the true identity (or significance) of a character (or item), discovery of clues involving an unexplained (or unusual) crime, or the sudden disappearance (or reemergence) of an item, or character.

Previous Adventures. If the character has been on one or more previous adventures, those expeditions could have lead to important back-stories—such as survival of a deadly trap, narrowly escaping the betrayal of a former ally, returning home from a failed expedition, or participation in a historic

campaign that caused a monumental effect on the local area.

ALIGNMENT SELECTION

Alignment	Starting AP
Good	5 Righteous Points
Neutral	2 RP and 2 EP
Evil	5 Evil Points

Allies & Enemies. Both the character's youth and adult years can prove formative for creating friendships and rivalries.

Allies can be any NPC of equal or lesser experience level than that of the PC, and typically reside in the same homeland, trade, or order as the character. Allies can prove useful for asking of small favors or assistance (such as gathering information about a particular topic).

Enemies are the opposite of an ally. They can be individual characters, or even entire organizations that seek to oppose the character's advancements. If the rivalry is particularly bad, the character's enemy (or enemies) may seek to imprison or even destroy them.

Orders. An Order is a faction, guild, society, or gathering of people. Many different orders have risen and fallen from power over the generations.

Some orders are secret, while others are overt. Many orders act as a force of good, while a few hold a more sinister motive. Several orders simply exist for the self-interest of their members (such details are left to the Game Host's discretion).

The player may choose for the character to begin as a member of one of these orders—though the order must be of the same trade as that of the PC. The player should consult with the Host to determine what influence, if any, the character has with an order.

Alignment

The player should carefully consider the character's moral and ethical viewpoints between good & evil, and right & wrong. Questions regarding how the character feels about killing (both innocent and guilty NPCs) and whether or not they always follow the rule of law (even if the law is considered unjust) will help determine if the character is considered by others a paragon of virtue, or a pariah of society.

The character's moral and ethical motivations will create a deeper understanding of what drives the character, and allow the player to better role-play the character's personality.

CHOOSING AN ALIGNMENT

The player may choose the character's alignment as being either good, neutral, or evil.

Alignment Points. If the character's alignment is good, they begin with 5 righteous points. If the character's alignment is evil, they begin with 5 evil points, instead. A character of neutral alignment begins with 2 RP and 2 EP.

For every righteous point the character has, they must adopt 1 virtue. For every evil point, the character adopts 1 vice. If the character has 0 alignment points, they begin with neither virtues nor vices.

Physical Size

Species carry with them a multitude of differences. One important difference between creatures is that of size. The character's physical size is made up of two factors: their height and body type.

HEIGHT

All player-characters are either small, medium, or large in size (being 1, 2, or 3 spaces tall, respectively). For rules-purposes, 1 space within the game world equals 1 meter in a real-world context (see page XYZ for details on spaces).

CHARACTER SIZE MEASURES

Attributes	Small	Medium	Large
Slim*	18 wt	75 wt	170 wt
Average*	20 wt	80 wt	190 wt
Stout*	25 wt	105 wt	240 wt
Height**	1 space	2 spaces	3 spaces
Width	½ space	1 space	2 spaces
Natural Reach	1 space	1 space	2 spaces

* = Not including weapons, armor, items, etc.

** = Biped's height, quadruped's height & length

CHARACTER SIZE BONUSES & PENALTIES

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

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

Players wanting to play more exotic creature variants of different sizes should discuss with the Game Host about such matters.

Small Characters. Creatures of small stature are approximately 1 space tall and ½ space wide. Therefore, up to four small creatures can occupy the same space simultaneously. Small characters have a natural arm reach of 1 space (to adjacent spaces).

They also begin with -1 Strength and -1 Vitality. However, they also start with +2 Dexterity.

Medium Characters. Creatures of medium stature are approximately 2 spaces tall and 1 space wide. Medium characters have a natural arm reach of 1 space (to adjacent spaces). Creatures of this height are the most common creature size, and therefore have no natural bonuses or penalties.

Large Characters. Creatures of large stature are approximately 3 spaces tall and 2 spaces wide. Large characters have a natural arm reach of 2 spaces away. They begin with +1 Strength and +1 Vitality. However, they also start with -2 Dexterity.

BODY TYPE

The heaviness of the character is measured in units of **Weight (WT)**. For rules-purposes, one weight is assumed to equal 1 kilogram in real-world units (see page XYZ for details on weights).

Bonuses & Penalties. Slim creatures begin with +1 Dexterity and -1 Vitality, and have a heaviness of approximately 18-25 weight (depending on their height). Stout creatures begin with -1 Dexterity and +1 Vitality and have a heaviness of approximately 170-240 weight (depending on their height). Creatures with average body types get no such bonuses or penalties and have a heaviness of approximately 75-105 weight (depending on their height).

❶ LARGE CREATURE METABOLISMS

The amount of food the character must eat per day is also affected by their body type. See page XYZ for details on meals.

V. CUSTOMIZE THE CHARACTER

» QUICK CREATION

Distribute +5 additional points amongst the seven primary abilities (in any order of the player's choice).

The character gains an additional +5 primary ability points that can be distributed amongst any of the seven primary abilities, in any order of the player's choice. However, two rules must always be followed, when distributing these points:

- ◆ No primary ability (except magic) can have a score of less than 1.
- ◆ No primary ability (including magic) can have a score greater than 10.

Customizing the character allows the player to raise exceptionally low scores, or bolster an already-powerful primary ability to an even higher number.

PRIMARY TRAIT BONUSES & PENALTIES

Primary abilities that are exceptionally high or low will provide bonuses, or penalties, respectively. High primary abilities earn the character extra Experience Points (XP) each time they gain XP (see page XYZ for details on XP). Low primary abilities take away experience points every time they gain XP.

ⓘ MAGIC EXCLUSION

The magic primary ability is excluded from this rule.

For each of the character's primary abilities with a score of 10, they gain +10% XP each time they receive experience points. For each of the character's primary abilities with a score of 9, they receive +5% XP each time they receive experience points.

The inverse is true for primary abilities with scores of 1 and 2 taking away -10% or -5% of experience points earned, respectively.

XP BONUSES & PENALTIES

Primary Ability Score	XP Bonus Or Penalty
1	-10% XP
2	-5% XP
3-8	-
9	+5% XP
10	+10% XP

AS AN EXAMPLE,

A character with two primary abilities of 10 and one primary ability of 1 would receive 10% bonus experience points ($10\% + 10\% - 10\% = 10\%$).

1. APPLY MODIFICATIONS

Apply any changes to the character's primary, secondary and/or independent ability scores. Such scores can be modified by aspects such as: species, perks, trade and archetypal talents.

The player should make particular note of any changes to the character's health points, stamina points, save tests, reactions, skills, and language points. Note that a character's height and body type (see size on page XYZ) may provide additional modifiers to their abilities.

2. CALCULATE SECONDARY ABILITIES

Refer to page XYZ for instructions on how to determine the scores for all 15 secondary abilities.

VI. FILL IN THE NUMBERS

After all the primary ability scores have been determined, along with all bonuses, penalties, perks and talents, the final step to creating a character is for the player to "fill in the numbers" by determining the scores for all of the character's secondary abilities. This step involves two parts:

EXAMPLE CHARACTER CREATION

- The player rolls 2D three times and gets the following results: 9, 6, and 5. They use the 9 to choose the elf species, and the 6 to choose the wood elf race. The 5 is discarded.
- The player writes down the starting primary ability scores for elves.

STR	PER	DEX	INT	VIT	CHA	MAG
-	4	2	4	2	2	6

- The player writes down the basic information about elves: they have 7 speed, are medium height with a slim body, and have the “light-footed” and “watchful instincts” perks. Wood elves also have -1 Strength, +1 Perception, +1 Dexterity, and the “gaean lifeblood” perk.
- The player decides the character will join the forage trade. The PC needs a minimum Vitality of 3 to enter the forage trade, but currently only has a score of 2. The player makes a standard roll to attempt to qualify, and rolls a +2 which is added to the current score for a total of 4 ($2 + 2 = 4$); allowing the character to join the trade. This process does not need to be repeated for the Perception ability since elves meet all the minimum score needed.
- The player chooses the character’s profession: hunter. The character is proficient in all ability tests related to their profession. The player writes down the trade bonuses: +1 Perception, +1 Dexterity, +1 valor, and the “hunt & gather” and “survival instincts” bonuses. Lastly, the player notes that the character’s standard of living is “poverty”.
- The player chooses the scout archetype. They then write down the associated bonuses & penalties:
 - Ability Increases.** +1 Dexterity, +1 Intelligence
 - Health Points.** Gains +1D HP per level
 - Speed.** +2 speed
 - Secondary Abilities.** -2 willpower, -1 stamina, and -1 defense
 - Weaken.** It takes -5 weight before encumbrance
 - Talents.** Natural Explorer
- Due to the character’s slim body type, they take an additional +1 Dexterity, and lose -1 Vitality.

- 5 additional points are distributed amongst the following primary abilities: +3 Strength and +2 Vitality.
- The player determines the scores for the character’s secondary abilities: 3 health points & 3 stamina points (the same as Vitality), 5 skill points & 5 language points (the same as Intelligence), 3 fortitude, 6 reflex, 0 willpower, 3 valor & 2 wisdom (the same as Charisma), 6 initiative, and 6 mana.
- The player chooses to distribute the 4 skill points as follows: +1 climb and +3 sneak. Additionally, the player chooses all 4 language points for the common tongue.
- Because the character has 6 mana, the player chooses the following forms: 4 green mana & 2 white mana. They have a magic attack of 8.
- Due to the character’s poverty, they only begin with 1D silver coins to buy starting equipment. The player rolls a 5, giving the PC 5 silver coins (SC). They buy the following equipment: atlatl (1.5 sc), darts x 10 (1 sc), woodsman’s trappings (50 cc), roasted chicken (15 cc), potatoes (3 cc), apples (4 cc), bedroll (90 cc), torch x 5 (10 cc), backpack (20 cc), and an iron pot (5 cc). The character has 53 copper coins remaining.
- The character has no armor, so their defense is equal to their Dexterity 6.
- Atlatls have a destruction 1. The player adds this number to their character’s Perception 6 to get a ranged attack of 7 ($1 + 6 = 7$).
- Current experience points are marked as 0, and 100 is written as the total XP necessary to become a 1st level character. The player notes that due to the character’s Strength and Charisma abilities both having a score of 2, the character suffers -10% XP every time they would gain XP.
- The character has the virtues of brave & honest. Their vices are selfish & fervent. Their alignment is neutral.
- Lastly, the player decides the character’s name is Arinor, who is a reclusive elf that lives in a cave behind a beautiful waterfall. Arinor belongs to a war-den circle known as the “Stewards of the Grove”. As a member, Arinor has taken an eternal oath to protect and rehabilitate a great forest west of the Bae-dor dynasty.

John Doe

PLAYER NAME

27 July, 1978

DATE CHARACTER CREATED

Open Adventure™

Character Record Sheet

Gary Guygaks

GAME HOST

The Catacombs of Chaos

ADVENTURE / EXPEDITION

Arinor Greenleaf

CHARACTER NAME

Height: 2 m Weight: 80 wt Age: 100 yrs

Hair: Gold Eyes: Green Skin: Ashen Gray

Gender: Male Handedness: Right

Level: 0th XP Earned: 0/100 (-10%)

Archetype: Scout

Hunter

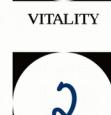
Trade: Forage Stand. of Living: Poverty

Species: Elf Race: Wood

Orders: Stewards of the Grove

Deity / Spirit Force: Gaia (Nature)

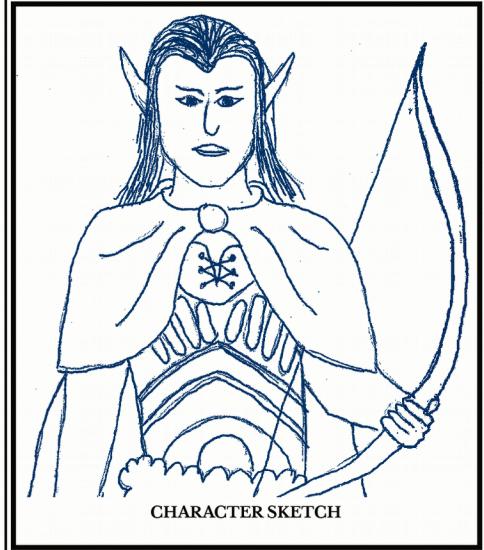
PRIMARY ABILITIES

STR Strength Skills
STRENGTHPER Perception Skills
PERCEPTIONDEX Dexterity Skills
Climb +1
Sneak +3
DEXTERITYINT Intelligence Skills
INTELLIGENCEVIT VITALITY
VITCHA Charisma Skills
CHARISMAMAG Magic Attack
MAGIC

COMBAT

Weapon: Atlatl Destruction: 1
Range: 3 spaces Ammo: 10
Abilities: NoneINITIATIVE # OF ACTIONS
6 /+ 2
SURPRISEDWeapon: Destruction: 1
Range: 3 spaces Ammo: 10
Abilities: NoneATTACK
PROTECTION: -
ABILITIES: None
SHIELD: None
DEFENSE

Roll 1D6	1	2	3	4	5	6
Body Region	R. LEG	L. LEG	L. ARM	TORSO	R. ARM	HEAD
DMG Modifier	Normal	Normal	Half	Normal	Half	Double

ITEMS EQUIPPED IN HAND
Atlatl (Right Hand)

PERKS

- * Light Footed: May travel over snow, sand, etc. w/ no speed penalty.
- * Watchful Instincts: +1 surprise when scouting without metal armor.
- * Gaean Lifeblood: Resistant vs nature dmg, magic, etc.

TRADE Bonuses

- * Hunt & Gather: +1 exult versus animals & plants
- * Survival Instincts: +3 hunt, trap, & craft fire

TALENTS

- * Natural Explorer: Not slowed when moving through moderate natural terrain. Favored terrain of forest, mountain & marsh. Proficient when surviving.
- * Weaken: Carry, lift, push/pull -5 weight.

MARTIAL TECHNIQUES

LANGUAGES

- * Common +4

CHAPTER III: EQUIPMENT & SERVICES

Adventurers risking their lives by embarking on treacherous quests are far more likely to survive when properly equipped and supported by hired help.

This chapter includes a simple list of common weapons, armor, and tools for sale; as well as familiar NPCs that can be employed by the party. The following lists should not be considered complete, but rather an example of the type of gear the Game Host may offer in their own adventure.

MONEY

There are three types of currencies (known as “denominations”) in OPEN ADVENTURE that the character can use to make purchases or sales.

❶ MONEY WEIGHT

For rules purposes, 100 coins (or credits) are considered to equal 1 weight in heaviness.

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

FANTASY CURRENCY

COPPER COINS (CC)

The smallest of denominations worth the least value. Copper coins are small slips of copper metal hammered into uneven goblets. 100 copper coins are the same value as 1 silver coin.

SILVER COINS (SC)

The most common form of currency used and traded everywhere commerce is transacted. Silver coins are, as the name implies, made of small ingots of silver metal melted then pressed with a common pattern on its face. 100 silver coins are the same value as 1 gold coin.

GOLD COINS (GC)

The most valuable and rarest of the three denominations, they're highly sought after. Gold coins are made from heated gold poured into a cast then adorned with a unique icon on the front and back.

STARTING WEALTH

Standard Of Living	Starting Money (SC)
Poverty	1D coins / credits
Low	2D coins / credits
Middle	3D coins / credits
High	4D coins / credits
Wealthy	5D coins / credits

SCIENCE-FICTION CURRENCY

CORE CREDITS (CC)

The smallest of denominations worth the least value. Core credits are synthetically-made memory wafers with unique data signatures. 100 core credits are the same value as 1 star credit.

STAR CREDITS (SC)

The most common form of currency used and traded everywhere in the galaxy where commerce is undertaken. Star credits are microholographic chips with cryptographic codes imprinted inside them. 100 star credits are the same value as 1 galactic credit.

GALACTIC CREDITS (GC)

The most valuable and rarest of the three denominations, galactic credits are highly sought after in every corner of the galaxy. Galactic credits are made from rare, ornate gems that have been crystallographically manufactured into forgery-proof quantum crystals.

STARTING WEALTH

The character begins with a number of SC (silver coins or star credits) before they embark on their first adventure. The player will roll 1-5D, depending on the character's standard of living (determined by the PC's trade, see page XYZ).

AS AN EXAMPLE,

The character has a high standard of living. Therefore, the player rolls 4D and gets a result of 17. The PC begins the game with 17 sc.

For reference, an average middle-class character earns approximately 10 sc as a day's wage (or about 1 sc per hour of work).

EQUIPMENT

Before the adventure begins, the player may spend their character's starting money to purchase weaponry, armor, clothing, food and expedition equipment.

Most of the items listed on the following pages are considered to be sold by the majority of merchants selling such wares. If the character wishes to purchase an item not found in the following lists, they should consult with the GM who may carefully consider a reasonable price for the item.

EQUIPMENT INFORMATION

Information in the equipment tables below have one or more of the following references:

- ◆ **Equipment Name.** Describes the type of clothing, weapon, armor, etc. the equipment is meant 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. See page XYZ for details on weight.
- ◆ **Abilities (Optional).** Special abilities the equipment provides to the character, when used. Certain abilities use special symbols (see below for the meaning of these symbols). If no ability is listed, common sense is used to determine the natural capabilities of the equipment. Additionally, equipment can be used to assist the character in ability tests (see page XYZ for details on assisted abilities).

Special Symbols

Many (but not all) weapons & armor have special abilities that utilize special symbols. These symbols include:

- ◆ **Health Points.** HP is represented by the “♥” symbol.
- ◆ **Stamina Points.** SP is represented by the “⚡” symbol.
- ◆ **Activation.** The “↻” symbol represents activating the ability to use its effects. Activation is a free action, but cannot be done more than once per round (resetting at the beginning of the activating character's next turn).
- ◆ **Exult.** Exult points are represented by the “★” symbol. See page XYZ for information on exult.
- ◆ **Mana/Psi.** Different forms of mana & psi points are represented by the “⌚”, “⌚”, “⌚”, “⌚”, “⌚”, “⌚”, “⌚” symbols. See page XYZ for more information.

“●”, and “*” symbols. See page XYZ for more information.

Ability Costs. Some abilities require a cost to be paid 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”).

AS AN EXAMPLE,

A weapon has a special ability that reads “⚡: inflict 1 pierce”. In order for the character to use the weapon's pierce ability, they must first expend 3⚡. If they don't (or cannot) pay the cost, the ability cannot be used.

Technology Levels

Over the great span of time, many changes supervene a society. Wars erupt, dynasties change, new religious orders blossom, and technology grows ever-increasingly advanced. A **Technology Level** (**Tech Level** or **TL**) is a way of rating the complexity of a societies weapons, armor, devices, and so on.

Eras Of Importance. Each tech level represents a time period of technological advancement. In total, there are 16 tech levels; starting with TL 0—which represents the prehistoric dawn of mankind—to TL 15, the final, great ascension of humankind into an incorporeal energy-based continuation:

ANTIQUITY

- ◆ **Tech Level 0.** Stone Age
- ◆ **Tech Level 1.** Bronze Age
- ◆ **Tech Level 2.** Iron Age
- ◆ **Tech Level 3.** Medieval Age
- ◆ **Tech Level 4.** Colonial / Renaissance Age

MODERN

- ◆ **Tech Level 5.** Machine Age
- ◆ **Tech Level 6.** Atomic Age
- ◆ **Tech Level 7.** Computer Age
- ◆ **Tech Level 8.** Space Age
- ◆ **Tech Level 9.** Bioengineering Age

FUTURE

- ◆ **Tech Level 10.** Artificial Intelligence Age
- ◆ **Tech Level 11.** Antimatter Age
- ◆ **Tech Level 12.** Starfaring Age

- ◆ Tech Level 13. World Building Age
- ◆ Tech Level 14. Dysonian Age
- ◆ Tech Level 15. Matter Transmission Age

Familiar Time Line. When the character is born, they're raised in one specific age. The equipment, technology, and weapons of that era are what are most-familiar to them. Before the adventure begins, the Host will designate which age the PC was born & raised in.

As the PC embarks on their first adventure, they're destined to pick up and use many different pieces of equipment—possibly even some from eras unfamiliar to them.

Using Distant Tech. The character is assumed to be familiar with any equipment that is commonplace in their home tech level. If, however, the adventurer ever tries to utilize equipment from the distant past (a previous tech level), or the far future (a later TL), they automatically suffer a penalty to any ability tests that involve that equipment—due to their unfamiliarity with that time period.

For every 2 tech levels in the past an item is from (relative to the PC's home tech level), they suffer a -1 skill point. When using items from the future, the character suffers a -1 penalty for every TL in the future the item is from (relative to the PC's home tech level), instead.

TECH LEVEL MODIFIERS

TL Difference	Penalty
Per Each Future TL	-1 to use technology
Per Each 2 Past TLs	-1 to use technology

AS AN EXAMPLE,

A caveman, native to a tech level 0 world, would consider current technology to be an atlatl, mortar and pestle, or flint-napped arrowhead. A pilot of a TL 12 future, on the other hand, would consider current technology very differently! Their understanding of technology would likely involve hyper-light drives, starships, and computers.

Tech Designators. The age in which a piece of equipment or technology was invented in is labeled with the letters “TL” followed by its home tech level (e.g. “TL 10” for tech level 10 inventions). Some particularly helpful technology continues its usefulness across multiple tech levels. In such a case, the equipment will be considered commonplace amongst several consecutive TLs—instead of only one (e.g. “TL 3-5”). Inventions of immense usefulness may even continue their utility forever more (e.g. “TL 8+”).

WEAPONRY

Weapons are usually sold exclusively at an armory. The weaponry tables, beginning on page XYZ, show a basic list of common weapons the character can purchase.

Weapon Information

Weapons have the following additional pieces of information:

- ◆ **Destruction.** A weapon's destruction (or “destroy”) score is added to the character's Strength or Perception (depending on if the weapon is melee or ranged, respectively) to calculate the character's attack score (see page XYZ for details). Common sense is used to determine the type of damage inflicted by the weapon (see page XYZ for damage types).
- ◆ **Range.** The maximum number of spaces a ranged weapon can attack a distant target. This score will increase or decrease depending on the positive (or negative) number rolled during the attack roll.

AS AN EXAMPLE,

A weapon with range 3 would increase to range 5 with a +2 attack roll ($3 + 2 = 5$).

❶ AMMUNITION REQUIREMENT

Most ranged weapons require ammunition to use, with one ammunition being spent per use.

- ◆ **Handedness.** The number of hands required to wield the equipment. Weapons require either one or two hands to use. If the character does not have enough free hands to use the item, the item cannot be used. See page XYZ for information about wielding two weapons simultaneously.

Fantasy Melee Weapons

AXE, BATTLE

A staple for any war, battle axes are kiln-hardened and specially-sharpened to cleave through flesh & bone.

Details: 15 sc; 3 destruction; 3 wt; 2H; TL 1 → 4; **Abilities:** counter-deflect; ⚔: inflict 1 bleed

FANTASY MELEE WEAPONS

Weapon	Cost	Destroy	Hands	Page
Axe, Battle	15 sc	3	2H	XYZ
Cestus, Bladed†	9 sc	2	1H	XYZ
Dagger	3 sc	1	1H	XYZ
Flail	225 cc	1	1H	XYZ
Hammer, War	6 sc	2	1H	XYZ
Polearm, Trident	9 sc	2	2H	XYZ
Quarterstaff	75 cc	1	2H	XYZ
Rod, Morningstar	6 sc	2	1H	XYZ
Sword, Long	15 sc	3	1H	XYZ
Sword, Short	525 cc	2	1H	XYZ

† = Unarmed weapon

CESTUS, BLADED

A metal sleeve worn over the forearm of the attacker with a handle inside and a large half-moon shaped blade on the end.

Details: 9 sc; 2 destruction; ½ wt; 1H; TL 1+; unarmed weapon; **Abilities:** ⚡️: +1 destruction until end of attack

DAGGER

A two-edged tapered blade with a knobbed (or blunt) pommel. The hilt is either ridged or wrapped in leather for better handling. Small in profile and lightweight, the dagger was favored by infantry & assassin alike for its reliability and ease of concealment.

Details: 3 sc; 1 destruction; ½ wt; 1H; TL 1+

FLAIL

Made with a metal shaft about the length of an arm, flails have two spiked (or studded) iron spheres attached to a short chain affixed to one end of the handle. A leather grip is typically wrapped around the other end for ease of handling.

Details: 225 cc; 1 destruction; 1 wt; 1H; TL 3 → 4

HAMMER, WAR

A long, straight club with a steel head with a blunt side and a large tapered horn on the other. The head is reinforced to the hilt with steel plates & bolts. War hammers are designed to inflict bone-crushing damage even through surface-hardened steel armor. The pointed horn can penetrate thinner armor, or be used to entangle the reins, shield, and armor joints of a defender.

Details: 6 sc; 2 destruction; 2 wt; 1H; TL 3 → 4; **Abilities:** ★★: inflict 1 knockback

POLEARM, TRIDENT

A three-pronged spear favored by gladiators & other prize fighters. It has a long pole arm with three barbed spikes affixed to one end. The shaft is usually wrapped in leather.

Details: 18 sc; 2 destruction; 1 wt; 2H; TL 2 → 4; **Abilities:** ★⚡️: gain hook until end of attack

QUARTERSTAFF

A short hardwood stave with a metal spike, tip, or ferrule on both ends.

Details: 75 cc; 1 destruction; 2 wt; 2H; TL 1+

ROD, MORNINGSTAR

A long club with a hardwood shaft and a large, spiked ball on one end. The head typically is adorned with one large spike on the top and many other smaller spikes all-around the sides.

Details: 6 sc; 2 destruction; 2 wt; 1H; TL 3 → 4; **Abilities:** delay

SWORD, LONG

A cruciform sword with an elongated, double-edged straight blade forged for battle.

Details: 15 sc; 3 destruction; 2 wt; 1H; TL 3; **Abilities:** ⚡️: inflict 1 Sunder

SWORD, SHORT

Also known as a court sword, the short sword is a lightweight one-handed sword designed primarily for thrusting.

Used as a backup weapon, the short sword is usually called upon as a last resort.

Details: 525 cc; 2 destruction; 1 wt; 1H; TL 2 → 5

FANTASY RANGED WEAPONS

Weapon	Cost	Destroy	Range	Page
Atlatl	150 cc	1	3	XYZ
Blunderbuss	12 sc	3	5	XYZ
Bow, Long	9 sc	1	10	XYZ
Bow, Recurved	12 sc	2	8	XYZ
Bow, Short	6 sc	—	7	XYZ
Crossbow, Hand	9 sc	—	5	XYZ
Crossbow, Heavy	12 sc	2	6	XYZ
Crossbow, Light	6 sc	1	5	XYZ

THROWN WEAPONRY				
Net	150 cc	—	3	XYZ
Spear	3 sc	1	4	XYZ

Fantasy Ranged Weapons

AMMUNITION

There are five main forms of ammunition used by various fantasy ranged weaponry. All ammunition (and its details below) are in groups of 10 per bundle.

- ◆ **Arrows.** An arrowhead attached to the front end of a shaft, with fletchings and nock on the opposite side. Costs 1 sc & weighs 1 wt.
- ◆ **Darts.** Contains a sharp, weighted point with a long shaft and fletchings in the rear. Costs 1 sc & weighs 2 wt.
- ◆ **Pellets.** Miniature rounded lead balls (or oval-shaped stones). Costs 20cc & weighs $\frac{1}{2}$ wt.
- ◆ **Quarrels.** Contains a short shaft with a wide, heavy front and sharpened tip. Costs 2 sc & weights $\frac{1}{2}$ wt.
- ◆ **Salt peter.** Small grains of extremely combustible black gunpowder. Also known as niter. Costs 4 sc & weighs 1 wt.

ATLATL

A wooden rod with a spur on one end that supports the nock of a long dart. When gripped at the other end and flung, the atlatl's leverage launches the dart into flight. The hilt-end is typically wrapped in leather and has thong loops for the fingers and a weighted balance stone at the midsection.

Details: 150 cc; 1 destruction; 3 range, 1 wt; 1H; TL 0 → 2;
Ammunition: darts

BLUNDERBUSS

A muzzle-loading firearm with a large caliber, short barrel with a flared end. A favorite for pirates & soldiers alike for its explosive scatter-shot projectiles; the blunderbuss inflicts a powerful strike at a short range.

Details: 12 sc; 3 destruction; 5 range, 2 wt; 1H; TL 4; Abilities: ★★: knockout; ☠: inflict 1 knockback; Ammunition: pellets; salt peter

BOW, LONG

A large two-space tall bow made of yew, ash, elm, or boxwood capable of firing arrows barbed arrows great distances. The draw string is made of fortified hemp, flax, or silk woven tightly together and nocked to each end.

Details: 9 sc; 1 destruction; 10 range, 1 wt; 2H; TL 0 → 4;
Abilities: ★★: gain +1 range until end of attack; slowshot;
Ammunition: arrows

BOW, RECURVED

A bow with specialized curved limbs that arc away from the archer, permitting the arrows fired to deliver more destructive power. Recurves carry more deadly power in a smaller form, but are more noisy and less accurate over a long distance.

Details: 12 sc; 2 destruction; 8 range, 1 wt; 2H; TL 2 → 4;
Abilities: ★☛: inflict 1 sunder; counter deflect; Ammunition: arrows

BOW, SHORT

A smaller, more compact version of the long bow. Short bows have shorter firing distances, but allow for easier maneuverability, such as when moving through thickets & brush.

Details: 6 sc; 0 destruction; 7 range, 1 wt; 2H; TL 0 → 4;
Ammunition: arrows

CROSSBOW, HAND

A smaller, one-handed pistol-like version of a normal crossbow.

Details: 9 sc; 0 destruction; 5 range, 2 wt; 1H; TL 1 → 4;
Abilities: ★★: inflict 1 pierce; Ammunition: quarrels

CROSSBOW, HEAVY

A larger, more powerful version of a normal crossbow. Due to the forces exerted on the bow-assembly when drawing back the string, heavy crossbows take considerable more time to load. At the front of the arm is a metal foot hold and on the rear is a two-handle rack & pinion system used to ready it for firing. Heavy crossbows can be mounted onto tripods and other turret stands.

Details: 12 sc; 2 destruction; 6 range, 9 wt; 2H; TL 1 → 5;
Abilities: ★☛: gain +1 destruction until end of attack;
★★★☛: inflict double damage until end of attack; Ammunition: quarrels

CROSSBOW, LIGHT

A horizontal bow-like assembly mounted on a wooden stock. Quarrels are loaded with a pull or push lever, then fired when a brass trigger mechanism is pulled, similar to a gun.

Details: 6 sc; 1 destruction; 5 range, 3 wt; 2H; TL 1 → 4;
Abilities: ⚡: inflict 1 pierce; Ammunition: quarrels

Fantasy Thrown Weaponry

Unlike other forms of ranged weaponry, thrown weapons are both the weapon and the ammunition—though certain weapons may require additional ammunition (as in the case of the salt peter grenade).

SCIENCE-FICTION MELEE WEAPONS

Weapon	Cost	Destroy	Page
Axe, Plasma*	9 sc	4	XYZ
Crescent Blade, Dual-Edge	9 sc	4	XYZ
Energy Staff*	9 sc	3	XYZ
Gauntlet, Claw Blade†	3 sc	3	XYZ
Hammer, Graviton*	9 sc	4	XYZ
Lightfoil, Twin Blade*	18 sc	6	XYZ
Lightfoil*	15 sc	6	XYZ
Nunchakus, Power*	6 sc	3	XYZ
Sword, Energy*	15 sc	5	XYZ
Katana, Carbon Blade	12 sc	4	XYZ

† = Unarmed weapon, * = requires energy

NET

Ropes interwoven in a grid-like pattern used for throwing onto and entangling opponents & prey alike.

Details: 150 cc; 0 destruction; 3 range, 1 wt; 2H; TL 0+; Abilities: area 3, ⚡: entangle

SPEAR

A fire-hardened wooden shaft with a pointed metal tip affixed to one end.

Details: 3 sc; 1 destruction; 4 range, 1 wt; 1H; TL 0+

Science-Fiction Melee Weaponry

AXE, PLASMA

A reinforced hollow metal shaft with two curved projectors on either side of one end. A type D energy cell powers the internal circuitry and projects two plasma blades, when switched on.

Details: 9 sc; 4 destruction; 3 wt; 2H; TL 10 → 12; Abilities: ★★★: inflict 3 bleed; Energy Cell: type D

CRESCENT BLADE, DUAL-EDGE

A hybrid weapon that has a wrapped handle with two double-edged deer-horn-shaped blades protruding from either end and curved away in a crescent shape. Three additional sharpened blades extend from the same side of the handle in the center of the two outer blades.

Details: 9 sc; 4 destruction; 2 wt; 2H; TL 3+; Abilities: sweep

ENERGY STAFF

A long, prominent stave with an opalescent crystal on a teardrop-shaped tip. An arrowhead-style blade adorns the opposite side. The stave's crystal

may be psionically, or magically commanded by its wielder to fire plasma orbs outwards from the end.

Details: 9 sc; 3 destruction; 3 wt; 1H; TL 11+; Abilities: ★: may be used as a plasma rifle for 1 minute; Energy Cell: type D

GAUNTLET, CLAW BLADE

Two leather gauntlets each with three sharpened blades protruding outwards from the back of the hand. Spikes adorn the sides of the forearm.

Details: 3 sc; 3 destruction; 1 wt; 1H; TL 1+

HAMMER, GRAVITON

An advanced warhammer with a hollow steel hilt. The core of the hammer is made of memory-metal, which instantaneously changes form when swung. Inside the pommel a type C energy cell powers an inertial sensor. When the hammer is swung, an electric current is applied to the memory metal, causing it to shift from the hilt to the core of the hammer head, allowing the hammer to be swung with greater speed and inflict a heavier impact.

Details: 9 sc; 4 destruction; 5 wt; 2H; TL 11 → 14; Abilities: ★★: inflict 1 paralysis; Energy Cell: type E

LIGHTFOIL, TWIN BLADE

A long, eloquently-stylized hilt with a circuit panel on the outside and two type C energy cells and dual focusing crystals on the inside. When a switch is toggled, both ends of the hilt emit laser blades, resembling a two-bladed sword. The blades emit devastating energy, inflicting damage to anything that touch them.

Details: 18 sc; 6 destruction; 1 wt; 2H; TL 9+; Abilities: ⚡: counter deflect; ★★: extra attack; Energy Cell: type C (two)

LIGHTFOIL

An articulately-crafted hilt with a power toggle and focusing crystal. An internal type C energy cell powers the emitters, allowing a highly-focused laser blade to be projected outwards. The beam-blade is white-hot but glows with a neon aura. Favored by star knights & paladins, lightfoils are as destructive as they are beautiful & eloquent.

Details: 15 sc; 6 destruction; ½ wt; 1H; TL 9+; Abilities: ⚡: deflect; ★★: inflict 1 sunder; Energy Cell: type C

SCIENCE-FICTION RANGED WEAPONS

Weapon	Cost	Destroy	Range	Page
Chaingun*	9 sc	4	6	XYZ
Pistol, Laser*	225 cc	2	4	XYZ
Pistol, Semi-Auto	150 cc	2	3	XYZ
Rifle, Assault	6 sc	3	6	XYZ
Rifle, Laser*	9 sc	3	6	XYZ
Rifle, Plasma*	12 sc	4	5	XYZ
Rifle, Sniper	24 sc	4	24	XYZ
Rocket, Launcher	18 sc	5	14	XYZ
Shotgun	450 cc	3	5	XYZ
Submachine Gun	9 sc	2	4	XYZ

* = Requires energy

NUNCHAKUS, POWER

Two identical stun batons joined together by a short chain (or tether). An internal circuit board is connected to a type B energy cell and inertial sensor. When one of the batons is swung and hits a target, a powerful arc of electricity erupts from the pommel.

Details: 6 sc; 3 destruction; $\frac{1}{2}$ wt; 1H; TL 9 → 11; **Abilities:** $\text{★★} \rightarrow$: Inflict 2 stun; **Energy Cell:** type B

SWORD, ENERGY

A reinforced steel hilt with a type C energy cell and plasma projector inside. When switched on, a super-heated plasma blade, in the shape of a long vorpal blade, is extended and contained inside a magnetic field.

Details: 15 sc; 5 destruction; $\frac{1}{2}$ wt; 1H; TL 9 → 11; **Abilities:** $\text{★★} \rightarrow$: inflict double damage; **Energy Cell:** type C

KATANA, CARBON BLADE

A katana with a full-tang blade forged completely out of carbon nanotubes. The material allows for a extraordinary strength, flexibility and sharpness. Carbon blade katanas have been known to cut through turret muzzles, engine blocks and star drives and still maintain their characteristic sharpness.

Details: 12 sc; 4 destruction; 1 wt; 2H; TL 9 → 11; **Abilities:** $\text{★★} \rightarrow$: deflect; $\text{★★} \rightarrow$: inflict 1 pierce

Ranged Science-Fiction Weaponry

AMMUNITION

There are three main forms of ammunition used by various science-fiction ranged weaponry. All ammunition (and its details below) are in groups of 10 per bundle.

ENERGY CELL REQUIREMENT

Some ranged weapons require energy cells (in addition to any ammunition requirements). See page XYZ for details on energy cells.

- ◆ **Bullets.** A pack of small metal spheroids encased in shells with gunpowder. Costs 5cc & weighs $\frac{1}{2}$ wt.
- ◆ **Fuel.** A cannister containing a liquid, gas, or solid fuel that can be combusted or converted into plasma. Costs 2 sc & weighs 2 wt.
- ◆ **Missiles.** Any unguided long-body munition; typically the shape of a needle, dart, or rocket. It may or may not be self-propelled. Costs 60cc & weighs 2 wt.

CHAINGUN

A giant autocannon with a rotating eight-barrel assembly. A type E energy cell powers an electric motor that rotates a chain assembly, allowing a barrage of bullets to be fired rapidly.

Details: 9 sc; 4 destruction; 6 range; 22 wt; 2H; TL 9 → 11; **Abilities:** $\text{★★} \rightarrow$; **Ammunition:** bullets; **Energy Cell:** type E

PISTOL, LASER

An ambidextrous, semi-automatic handgun that fires amplified light beams. Powered by a type C energy cell mounted in the grip, the laser pistol has a compact design with a smaller aiming laser beneath the muzzle. When the trigger is pulled, a brilliant, destructive laser beam fires for a half-second. In addition to a safety button, a stun toggle can be turned on that causes the weapon to inflict non-lethal damage only.

Details: 225 cc; 2 destruction; 4 range; $\frac{1}{2}$ wt; 1H; TL 11 → 14; **Energy Cell:** type C

PISTOL, SEMI-AUTO

A semiautomatic handgun that uses the energy of the fired cartridge to cycle the action of the firearm and advance the next available bullet into position for firing, as fast as the attacker can pull the trigger. The bullets are housed in a detachable magazine inside the grip of the weapon.

Details: 150 cc; 2 destruction; 3 range; 1 wt; 1H; TL 5 → 12; **Ammunition:** bullets

RIFLE, ASSAULT

A mid-sized rifle that can be switched between semi-automatic, burst fire, or fully-automatic modes. A preferred weapon by many nations, assault rifles are rugged, reliable, and can inflict dev-

Chapter III: Equipment & Services

astating damage from a distance. The large ammunition is supplied by a detachable box magazine.

Details: 6 sc; 3 destruction; 6 range; 5 wt; 2H; TL 6 → 13;
Abilities: ↗: burst fire; **Ammunition:** bullets

RIFLE, LASER

A high-tech military rifle with a detachable type D energy cell—housed in the shoulder stock—that powers a tri-beam light amplifier. The rifle has a trigger grip, barrel handle and two sockets for attachable mounts (e.g. scope, torch, etc.).

In addition to a safety-off toggle, the rifle is equipped with an infrared converter that can be switched on. When on, the lasers inflict -2 destruction, but can only be seen with thermal vision.

Details: 9 sc; 3 destruction; 6 range; 1 wt; 2H; TL 11 → 14;
Abilities: ★↗: inflict 1 pierce; **Energy Cell:** type D

RIFLE, PLASMA

A pulse rifle that fires a barrage of super-heated plasma orbs down an ionized path towards its target. Specially designed to counter androids and armor-suited combatants, the extreme temperature from the plasma can cause heat sink burnouts and searing of flesh inside metal-plated armor.

Details: 12 sc; 4 destruction; 5 range; 5 wt; 2H; TL 11 → 14;
Abilities: ★★: +1 range; **Ammunition:** fuel

RIFLE, SNIPER

A high-precision, long-range, shoulder-fired rifle with a telescopic sight and bipod mount. These highly-powerful, hyper-accurate guns are almost always reserved for special forces & snipers due to the immense skill required to use over great distances.

Details: 24 sc; 4 destruction; 24 range; 8 wt; 2H; TL 4 → 12; **Abilities:** ↗★★: inflict double damage; **Ammunition:** bullets

ROCKET LAUNCHER

A large, shoulder-fired rocket-propelled missile launcher. Each missile has a small explosive munition attached to the tip which detonates on impact.

Details: 18 sc; 5 destruction; 14 range; 4 wt; 2H; TL 5 → 12;
Abilities: slow shot; ★★★: explosive munition; ↗: inflict 1 burn; **Ammunition:** missiles

SHOTGUN

A hefty, smooth-bore scatter gun that fires a barrage of small, spherical bullets all at once. The large number of projectiles packs a devastating punch, causing its target to fly-backward from the sheer velocity.

Details: 450 cc; 3 destruction; 5 range; 4 wt; 2H; TL 5 → 10; **Abilities:** ↗: Inflict 1 knockback; **Ammunition:** bullets

SUBMACHINE GUN

A compact, fully-automatic gun capable of firing bullets and an accelerated rate. A favored weapon of guards and infiltrators alike for their compact design and controllability in close quarters.

Details: 9 sc; 2 destruction; 4 range; 2 wt; 1H; TL 5 → 10;
Abilities: ↗: Burst fire; **Ammunition:** bullets

Improvised Weapons

Common day-to-day objects may be used as **Improvised Weapons** during combat. Improvised weapons have a destruction score equal to $\frac{1}{4}$ of their weight, and a range equal to $\frac{1}{4}$ of their weight (if any).

Objects weighing more than one-half of the character's Strength ability (or exceptionally off-balance by nature) can only be used as two-handed weapons.

For all other intents and purposes, improvised weapons are treated the same as normal weapons.

ARMOR

The armor tables, beginning on page XYZ, show a basic list of common armor for sale. Armor has the following informational details:

- ◆ **Protection.** An armor's protection (or "protect") score is added to the character's Dexterity to determine their defense score. This score determines how many points of damage from an enemy's attack are negated.

PUTTING ON & TAKING OFF ARMOR

The character may find themselves in situations where 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 its a shield, light-suited, medium-suited, or heavy-suited armor.

A character does not benefit from the defensive capabilities of armor until they've completed the necessary time to don or (in the case of shields) equip the armor.

ARMOR DON & DOFF TIMES

Armor Type	Don	Doff
Shields (All Sizes)	1 half-round	1 half-round
Light Suited Armor	1 minute	1 minute
Medium Suited Armor	5 minutes	1 minute
Heavy Suited Armor	1 segment	5 minutes

Light Fantasy Suits Of Armor

GARMENT, GAMBESON

Also known as a padded jack or doublet, a gambeson is a padded suit of armor constructed of quilted linen, wool, horse hair, or scrap cloth stuffed inside a heavy fabric.

Gambesons can be worn under light or medium suits of armor, but in doing so causes the character to temporarily lose -1 Dexterity and become vulnerable to heat damage (such as from overheating) for as long as its worn this way.

Details: 6 sc; 2 protection; 10 wt; TL 0 → 5; **Abilities:** resistant versus cold-damage

GARMENT, LEATHER

A leather cuirass, two pauldrons, a padded high-collar, and a leather skirt. Small steel rivets provide additional protection and reinforcement throughout the hardened hide.

Details: 21 sc; 3 protection; 4 wt; TL 2 → 5; **Abilities:** ⚡: resistant versus slash-damage, until end of round

Medium Fantasy Suits Of Armor

MAIL, CHAIN

A tunic, hood, and skirt mail. The iron, bronze, or steel rings are riveted, butted, or welded together to form a protective mesh.

Mail can be worn under light or medium suits of armor, so long as the character can bear the extra weight.

Details: 21 sc; 2 protection; 18 wt; TL 1 → 4; **Abilities:** resistant versus pierce-damage

FANTASY ARMOR

Armor	Cost	Protect	Page
LIGHT SUITS OF ARMOR			
Garment, Gambeson	6 sc	1	XYZ
Garment, Leather	21 sc	3	XYZ
MEDIUM SUITS OF ARMOR			
Mail, Chain	21 sc	2	XYZ
Mail, Plated	30 sc	3	XYZ
HEAVY SUITS OF ARMOR			
Laminar, Iron	3 gc	4	XYZ
Plate, Iron	360 sc	4	XYZ
SHIELDS			
Shield, Buckler	15 sc	-	XYZ
Shield, Heraldic	30 sc	+1	XYZ

MAIL, PLATED

A full suit of armor & helm consisting of rectangular (or square) steel plates arranged in gap-less vertical rows. The metal plates are joined and held together with metal rings or chain mail.

Details: 30 sc; 3 protection; 18 wt; TL 2 → 4; **Abilities:** ⚡: block (with the armor in place of a shield)

Heavy Fantasy Suits Of Armor

LAMINAR, IRON

A full-suit of armor made from folded iron bands laced together in overlapping, horizontal rows. Includes a steel helm, gauntlets and greaves.

Details: 3 gc; 4 protection; 15 wt; TL 1 → 4; **Abilities:** resistant versus crush-damage

PLATE, IRON

Large, contoured plates of iron form a complete suit of armor, encasing the wearer in a protective outer shell from head to toe. The suit is made from well-tempered iron, and has articulating joints allowing the wearer to remain agile enough to run, jump and fight on the battlefield.

Details: 260 sc; 4 protection; 22 wt; TL 1 → 4; **Abilities:** immune versus pierce-damage

Shields

Shields are pieces of personal armor held by the hand or attached to the forearm. All shields require a free hand to be equipped. Shields provide both a passive defense (in the form of positive protection modifiers, e.g. "+1 protect"), as well as the ability to block incoming attacks (see page XYZ for details).

SHIELD, BUCKLER

A small, round shield held with a gripped fist by a central handle behind the boss. Though it offers poor protection against ranged attacks, its small size and light weight makes it ideal for blocking melee attacks.

Details: 15 sc; 0 protection; 2 wt; TL 2 → 5; **Abilities:** ⚡: perform a deflect action (with the shield as the weapon)

SHIELD, HERALDIC

Also known as an escutcheon or heater, the heraldic shield is made of wood braced with iron or steel rivets and overlaid with leather that bears the symbol or sigil of the bearer's order. Heraldic shields are medium size, making them favored by footmen and cavalry alike.

Details: 30 sc; +1 protection; 6 wt; TL 2 → 4

Light Science-Fiction Suits Of Armor

BALLISTIC VEST

A combat vest designed to absorb the impact of bullets and other ballistic projectiles. The soft fabric is made from a reinforced polymer that is interwoven into a protective barrier.

Details: 12 sc; 4 protection; 4 wt; TL 5 → 10

FLAK JACKET

A robust, military-grade tactical vest designed to stop pistol rounds and fragmentation shrapnel. Flak jackets comes in solid colors or camouflage patterns.

Details: 18 sc; 5 protection; 5 wt; TL 6 → 10; **Abilities:** carry capacity of 5 wt; : resistant versus pierce damage until end of round

SCIENCE-FICTION ARMOR

Armor	Cost	Protect	Page
LIGHT SUITS OF ARMOR			
Ballistic Vest	12 sc	4	XYZ
Flak Jacket	18 sc	5	XYZ
MEDIUM SUITS OF ARMOR			
Aramid, Composite	30 sc	5	XYZ
Exoskeleton, Combat	21 sc	3	XYZ
HEAVY SUITS OF ARMOR			
Power Armor	258 sc	5	XYZ
Mecha, Battlefront	3 gc	5	XYZ
SHIELDS			
Shield, Mobile	15 sc	–	XYZ
Shield, Assault	30 sc	+1	XYZ

Medium Science-Fiction Suits Of Armor

ARAMID, COMPOSITE

A full suit of armor made of tightly woven synthetic fibers, covered in ballistic-grade composite plastics. Aramid armor is specifically designed as a hard, external shell that stops kinetic-based and energy-based attacks.

Details: 30 sc; 5 protection; 10 wt; TL 7 → 12; **Abilities:** : +1 protection versus energy damage until end of turn

EXOSKELETON, COMBAT

Also known as an exoframe, the combat exoskeleton is an external support frame worn on the outside of the wearer's body. The steel system is powered by an array of pneumatics, levers, hydraulics,

and an electric motor powered by a type D energy cell.

The artificial skeletal structure allows for the wearer to gain increased strength and endurance, while encasing their body is laminar body armor.

Details: 21 sc; 3 protection; 22 wt; TL 7 → 8; **Abilities:** : gain +2 strength and +2 fortitude until end of round

Heavy Science-Fiction Suits Of Armor

POWER ARMOR

A full-suit of extremely tough armor with a built-in hydrolic system, heads-up display, and anti-radiation & anti-laser barrier. The robust suit is powered by a type E energy cell.

Details: 258 sc; 5 protection; 16 wt; TL 10+; **Abilities:** resistant versus energy-damage; **Energy Cell:** type E

MECHA, BATTLEFRONT

A compact version of a full-sized mecha tank suit. Designed as a heavy frontline infantry weapon, the battlefield mecha is equipped with next-generation armor & a rear aegis. The wearer is encased inside the robotic machine, and can control its movements, sensors, and limb actuators; all powered by a massive type F energy cell. When donned, the wearer becomes one size larger than normal.

Details: 3 gc; 5 protection; 350 wt; TL 10+; **Abilities:** thermal vision; resistant versus kinetic-damage; **Energy Cell:** type F

Improvised Armor

Common day-to-day objects may be used during combat as **Improvised Armors**. Improvised armors can only be used as a shield (wearable armor requires skilled craftsmen or smiths to create). Improvised armors have a protection score equal to $\frac{1}{2}$ of their weight.

Objects weighing more than $\frac{1}{2}$ of the character's Strength score, or exceptionally off-balance by nature, can only be used as a two-handed shield (unless the object has a lashing or a handle, at which point the weight can be doubled before requiring two hands).

For all other intents and purposes, improvised armors are treated the same as normal shields.

EQUIPMENT

Clothing

The types of clothes the character wears can have great influence on their presentation, and how NPCs perceive them. Clothing provides no defen-

sive benefits, but can be worn underneath armor. 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 and doff clothing.

The common clothing table on page XYZ shows a basic list of outfits and uniforms for sale.

CLOTHING

Clothing	Cost	Page
Adventurer's Clothes	1 sc	XYZ
Clerical Cossack	50 cc	XYZ
Magician's Cloth	50 cc	XYZ
Peasant's Garb	1 cc	XYZ
Rogue's Outfit	75 cc	XYZ
Soldier's Uniform	80 cc	XYZ
Woodsman's Trappings	50 cc	XYZ

ADVENTURER'S CLOTHES

Double layer cotton fabric with reinforced seams designed for rugged adventuring, but loose enough for jumping, crawling, and running.

Details: 1 sc; 4 wt

CLERICAL COSSACK

A finely stitched, long robe with front buttons, a white collar, attached caplet, sash with holy symbol, and fringe trim.

Details: 50 sc; 3 wt

MAGICIAN'S CLOTH

A finely stitched, long robe with front buttons, a white collar, attached caplet, sash with holy symbol, and fringe trim.

Details: 50 sc; 3 wt

PEASANT'S GARB

A simple tunic, pantaloons, and belt.

Details: 1 cc; 1 wt

ROGUE'S OUTFIT

An all-black, five piece outfit consisting of a jacket, trousers with double waist ties, knee ties & ankle ties, gauntlets, and a hood and face mask. 1D secret pockets (each with 1 weight capacity) are hidden throughout the outfit.

Details: 75 cc; 2 wt

SOLDIER'S UNIFORM

Also known as a battledress, a soldier's uniform is a multipurpose outfit used on the battlefield. Sol-

dier's uniforms are typically made of rugged fabrics with earthen colors or disruptive camouflage patterns.

Details: 80 cc; 4 wt

WOODSMAN'S TRAPPINGS

A heavy wool cloak, a leather jerkin with a twill cotton blouse underneath, and pants with reinforced belt loops. Also includes sturdy boots, fingerless gloves, and a wide-brim hat or hood.

Details: 50 cc; 3 wt

FOOD & PROVISIONS

Food (1 Meal)	Cost	Weight	Type
Apples	4 cc	1 ½ wt	Fruit
Barley	3 cc	½ wt	Grain
Chicken	15 cc	1 wt	Meat
Grapes	3 cc	1 ½ wt	Fruit
Onion	5 cc	2 wt	Vegetable
Pork	30 cc	½ wt	Meat
Potatoes	3 cc	1 ½ wt	Other
Rice	1 cc	1 wt	Grain
Vegetables, Assorted	5 cc	1 wt	Vegetable
Watermelon	50 cc	3 wt	Fruit
Wheat	5 cc	½ wt	Grain

EXPLORATION & SURVIVAL

Food (1 Meal)	Cost	Weight
Bedroll	90 cc	5 wt
Kit, Fire Starter	10 cc	½ wt
Kit, Rope	50 cc	2 wt
Kit, Survival	425 cc	5 wt
Tent	2 sc	10 wt

Food & Provisions

Without proper sustenance, an adventuring party won't get far in their journey. All characters must eat food to stave off the pains of hunger and stay healthy & fit.

Portion Sizes. Food is divided into two general sizes: **Morsels** and **Meals**. A meal consists of 1,000 calories. There are 5 morsels in 1 meal. The character must eat one meal-worth of food every 4-12 hours (depending on their body type, see below). The slimmer the character, the less frequent they must eat due to their small stature.

Fasting From Food. If a character does not eat enough food to equal 1 (or more) meals in the listed

Chapter III: Equipment & Services

frequency, they suffer 1 starvation counter, for each eating interval they miss (see page XYZ for details on starvation).

BODY TYPE & EATING FREQUENCY

Body Type	Must Eat 1 Meal Every...
Slim	12 Hours
Average	8 Hours
Stout	4 Hours

Food Types. 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.

Exploration & Survival

BEDROLL

An exterior waterproof tarpaulin with a heavy interior wool quilt, lightweight double-layer blanket, and thin feather-filled henskin mattress. The tarpaulin canvas has an array of snaps & rings along one edge, allowing it to be folded and snapped shut.

Details: 9 sc; 5 wt

KIT, FIRE STARTER

A small pouch with a carbon-steel striker, flint stone, char cloth, cordage (1 space), magnesium powder, and fatwood-infused parafin wax.

Details: 10 cc; $\frac{1}{2}$ wt

KIT, ROPE

A rope (15 spaces), grappling hook, two pulleys, five steel pitons, small hammer, harness, and five carabiners.

Details: 50 cc; 3 wt; rope has 2 integrity points, breaks on STR 11+ test or 110+ weight load

KIT, SURVIVAL

A medium leather pouch containing flint & steel, a knife, cordage (10 spaces), tarpaulin (2 area), metal cup ($\frac{1}{2}$ weight capacity), two arrowheads, a compass, and a whistle (at a volume of 100 decibels).

Details: 425 cc; 5 wt

TENT

A tent consisting of a canvas (3 area in size), two poles, rope (5 spaces in length), and two stakes.

Details: 2 sc; 3 wt; 2 minutes to setup and dismantle

TOOLS

Tools	Cost	Weight
Energy Cell	Varies	Varies
Headlamp	20 cc	$\frac{1}{4}$ wt
Kit, Armor Maintenance	70 cc	$\frac{1}{2}$ wt
Kit, Tool	4 sc	4 wt
Lantern, Bullseye	1 sc	1 wt
Lantern, Hooded	1 sc	1 wt
Oil	10 cc	1 wt
Pry Bar	15 cc	5 wt
Torch	2 cc	1 wt

Tools

ENERGY CELL

Also known as batteries or power cells, energy cells are cylindrical capsules that store chronoton, neutronium, biogel, antimatter, or some other form of exotic energy-based matter (or fuel) that is converted into electrical power. Energy cells are used to power a multitude of gadgets, machines & electronics.

Energy Capacity. The capacity of an energy cell is dependent on both its physical size as well as the technological level of its manufacturing. The larger the energy cell—and the higher its tech level (see page XYZ)—the more capacity it can store (see the table on page XYZ).

Power Consumption. Each cell houses a finite amount of energy, known as capacity, which is depleted over time as it's used. For every hour the energy cell is used, 1 capacity is depleted.

However, special devices that consume large amounts of power, such as many science-fiction weapons, consume 1 capacity for each use, instead.

HEADLAMP

A compact illuminator attached to a headband, and worn on the forehead. A type B energy cell power light, illuminating a 2 cone area in front of the character.

Details: 20 cc; $\frac{1}{2}$ wt; 2 cone illumination; science-fiction only

KIT, ARMOR MAINTENANCE

A care kit for armor that can fix rust, dents, and punctures. Armor maintenance kits are made of a medium pouch with two cleaning brushes, two buffing rags, ten fasteners, a wire brush, and five leather strips.

Details: 70 cc; $\frac{1}{2}$ wt; repairs 1 protection in armor lost from sunder (or other permanent damage). 1 use per kit.

ENERGY CELLS

Energy Cell	Size	Weight	Cost	TL 4-5	TL 6-7	TL 8-9	TL 10-11	TL 12-13	TL 14-15
Type A	Pinhead	1/1000 wt	50 sc	—	—	1	10	100	1,000
Type B	Coin	1/100 wt	10 sc	—	1	10	100	1,000	10,000
Type C	Finger	1/10 wt	1 sc	1	10	100	1,000	10,000	100,000
Type D	Cup	1 wt	1 sc	10	100	1,000	10,000	100,000	1,000,000
Type E	Vase	10 wt	10 sc	100	1,000	10,000	100,000	1,000,000	10,000,000
Type F	Engine	100 wt	50 sc	1,000	10,000	100,000	1,000,000	10,000,000	100,000,000

Denotes the number of capacities an energy cell stores

KIT, TOOL

A metal box (5 weight capacity) with an array of tools, including a screw driver, wrench, wirecutter, hammer, measuring tape (5 spaces), pliers, level, and razor blade.

Details: 4 sc; 4 wt; science-fiction only

LANTERN, BULLSEYE

A portable light encased in a metal housing with a convex lens attached to one side. Favored by night watchmen, hunters, and farmers, the bullseye lantern's lens throws out light in a 5 cone direction. Holds up to 1 bottle of oil.

Details: 1 sc; 1 wt; 5 cone illumination; requires oil

LANTERN, HOODED

A steel (or iron) lamp with four glass sides, a reservoir for kerosene oil, and a wick in the center for burning. A large metal handle extends from the top of a circular hood for easy handling. Holds up to 1 bottle of oil.

Details: 1 sc; 1 wt; 7 area illumination; requires oil

OIL

Also known as lamp oil, oil is a highly flammable black liquid that is used to keep the wicks inside lamps ignited. Oil is sold in glass bottles (1 weight capacity). When used inside a lamp, the oil will burn for up to 1 hour. If it's spilled on the ground, the oil will cover 2 area (and will burn as a medium fire for 1 minute, see page XYZ).

Details: 10 cc; 1 wt

PRY BAR

Also known as a wrecking bar or crowbar, a pry bar is a heavy iron (or steel) bar with a curved end and flattened points. The curved end can be used as a lever to force apart wooden crates, doors, or pry apart boards. A small fissure on the other end al-

lows for removal of nails. If used as a weapon, see page XYZ for improvised weapon rules.

Details: 15 cc; 5 wt

TORCH

A wooden club-like spar about $\frac{1}{2}$ space in length, with a flammable material tightly woven around one end and dipped in sulfur mixed with lime. When ignited, torches illuminate 7 area for up to 1 segment. If used as a weapon, see page XYZ for improvised weapon rules.

Details: 2 cc; 1 wt

Communications

COMMUNICATIONS

Tools	Cost	Weight
Datapad	12 sc	$\frac{1}{4}$ wt
Radio, Portable	50 cc	$\frac{1}{2}$ wt
Radio, Shortwave	2 sc	3 wt

DATAPAD

A small hand-held electronic computer with an interactive touchscreen. A type B energy cell powers the binary switches and logic gates. The software of datapads is never intelligent, instead only enhancing the capabilities of its user.

Details: 12 sc; $\frac{1}{4}$ wt; **Energy Cell:** type B; science-fiction only

RADIO, PORTABLE

A hand-held radio transceiver powered by two type C energy cells. Allows for voice messages to be sent (or received) up to 1D spaces away on an overland map (this roll must be performed each hour).

Details: 1 sc; $\frac{1}{4}$ wt; **Energy Cell:** type B; science-fiction only

RADIO, SHORTWAVE

A rectangular box housing a type D energy cell and a radio transceiver. Can be used to send (or receive) voice messages up to 1D x 1,000 spaces on an overland map (this roll must be performed each hour).

Details: 3 sc; 3 wt; **Energy Cell:** type D; science-fiction only

Science & Sensors**SCIENCE & SENSORS**

Tools	Cost	Weight
Gas Sensor	2 sc	1 wt
Kit, Cartographer's	150 cc	2 wt
Space Suit	10 sc	15 wt

GAS SENSOR

A portable device that can detect combustible, flammable, toxic, or inert gases in an area (such as from a chemical leak). A type B energy cell charges a gas analyzer that can detect one chemical-type at a time. A small screen and control buttons on the outside allow the character to change which chemical the sensors detect.

Details: 2 sc; 1 wt; **Energy Cell:** type B; science-fiction only

KIT, CARTOGRAPHER'S

An oaken tube housing five colored markers (or charcoal), ten gridded papers, two scales, a steel rule, a pencil & pen, a mapping stencil, and a basic guidebook to cartography.

Details: 150 cc; 2 wt

SPACE SUIT

A full-body garment designed to protect the character from the extreme environment and vacuum of outer-space. The suit consists of a thick insulating garment, seal glass helm, two oxygen tanks (with up to 1 volume of oxygen), and two modular hooks for install headlamps, video recorders, gas sensors, and so on.

Details: 10 sc; 15 wt; science-fiction only

Medical**MEDICAL**

Tools	Cost	Weight
Kit, Emergency Aid	2 sc	2 wt
Medications, Herbal	2 sc	½

KIT, EMERGENCY AID

A medical emergency aid kit consisting of five bandages, five dressings, a tourniquet, sponge, and a vial of balm. When consumed, the kit may remove 1 bleed counter, and restore 1 HP (maximum of once per day).

Details: 2 sc; 2 wt

MEDICATIONS, HERBAL

A bottle filled with one of an assortment of natural herbs (see below). Each herb automatically removes -1 counter of an associated condition (this effect lasts 2D+1 hours, but can only be gained once per day). Herbs include aloe vera & ginger for bleeding, feverfew & raw garlic for intoxication, ginkgo biloba & ginseng for exhaustion, milk thistle & saw palmetto for poison, or St John's wort & turmeric for intoxication.

Details: 2 sc; ½ wt

Covert Ops & Security**COVERT OPS & SECURITY**

Tools	Cost	Weight
Kit, Hacking	25 sc	1 wt

KIT, HACKING

A set of tools designed to strengthen, weaken, or bypass electronic security measures of computers. Includes a network sniffer, electromagnetic sensor, key decoder, virus implanter, memory copier, data corrupter, keylogger, and network connection encryptor.

Details: 25 sc; 1 wt

Black Market Goods**BLACK MARKET GOODS**

Tools	Cost	Weight
Kit, Lock Pick	3 sc	½ wt
Manacles	1 sc	3 wt

KIT, LOCK PICK

A small toolset used for bypassing physical locks. The kit includes five rakes, a torque, and five bump keys.

Details: 3 sc; ½ wt

MANACLES

An iron (or steel) band, chain, or shackle for fettering a character's hands, or ankles.

Details: 1 sc; 3 wt

CONTAINERS

Tools	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	135 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

KIT, LOCK PICK

A small toolset used for bypassing physical locks. The kit includes five rakes, a torque, and five bump keys.

Details: 3 sc; ½ wt

Containers

A receptacle or enclosure made for holding materials or equipment for storage, packaging, and shipping. The maximum amount of things a container can hold is measured by the weight of any materials placed inside.

Magic Symbols

An item, icon, or symbol of spiritual (or arcane) significance appropriate to the character's faith & supernatural powers. Magic symbols are a type of prop that the character focuses on when casting certain magic. However, unlike other material components used in magic, magic symbols are not consumed when the spell or psionic is cast—allowing it to be reused in future castings.

See page XYZ for more information on how magic symbols are used.

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

SERVICES

Before embarking on a harrowing journey to far-away lands, or to embrace a dangerous quest of exploring a lost planet, the player-character may wish to call upon the service and support of hired non-player characters.

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

Fealty. Although they may travel with an adventuring party; hired NPCs do not consider themselves a member of the party; but rather an employee hired by the character. Because of this, NPCs may desert or even rebel against their employer if they feel they are being mistreated, placed in unnecessary danger, or sent on a suicide mission.

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 Host's Rulebook* for details on morale). In turn, 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 and attack the player-characters.

PCs can hire the aid of NPCs in one of two ways: as retainers or specialists.

MERCENARIES

Fantasy	Science-Fiction	Cost (Per Mercenary)*	Levels
Archer	Rifleman	384-576 sc	3-5
Crossbowman	Bounty Hunter	216-324 sc	2-4
Footman, Light	Enforcer	864-1,296 sc	5-7
Archer, Horseman	Warfare Android	6-9 gc	4-6
Longbowman	Sniper, Longshot	96-144 sc	1-3
Militiaman	Militiaman	12-18 sc	0-2

* = Cost per day during peace time (costs double during wartime)

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.

When a player-character attempts to hire a retainer, the character should bargain with them over an agreed upon price (see the table of page XYZ for approximate prices).

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 sole focus on money—hirelings are generally considered to not be trustworthy. However, hirelings are relatively thrifty to hire for one or two adventures.

HIRELINGS

Type	Cost (Per Level Per Day)
Commoner (0 th Level)	4-6 sc
Arcanist	64-96 sc
Disciple	40-60 sc
Scout	13-20 sc
Warrior	11-17 sc

Hireling Levels. Most hirelings begin as simple peasants, serfs, or peons in search of work, known as “commoners”. Commoners always begin at 0th level, but can be promoted in experience levels in the same manner as player-characters. If a commoner is promoted to 1st level (or higher), they’re no longer considered a commoner, but instead will immediately adopt an archetype of the Game Host’s choosing.

Employing Hirelings. After finding a hireling they wish to hire, player-characters should begin negotiating with them on a price for their services.

After an NPC agrees to work for one of the PCs, the party will need to provide all employed hirelings with any equipment (weapons, armor, etc) and transportation the hireling will need before beginning their adventure.

Sharing The Spoils. Although hirelings don’t usually receive a share of any treasure found on an adventure; they are counted as an additional character when sharing experience points amongst all characters involved.

Mercenaries

When characters need an entire army, rather than just a few helpers, they can hire **Mercenaries**. Mercenaries are professionally trained troops that will work and fight for payment. The hiring costs for mercenaries are different for each mercenary type (see page XYZ for details).

Brothers In Arms. 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).

Leadership. For every 20 mercenaries hired, a castellan (or lieutenant) specialist must be hired to lead & manage 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.

Willingness. 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.

Diverse Professions. 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, refer to the *Game Host’s Rulebook*.

CHAPTER 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 all player-characters have been created, each player is ready to begin playing the OPEN ADVENTURE game. At the start of the game, the Game Host's descriptions may include 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 GH will describe the characters' immediate surroundings—a tavern, a derelict outpost, an orbiting science station, or any other place the Host has chosen as the starting point for the adventure.

After setting the scene, the course and success of the party hinges on the players' judgment and creativity.

ORGANIZING A PARTY

Dangerous inhabitants residing deep inside the world's numerous dungeons, starships, and alien planets are far too many and powerful to be taken-on alone. Rather, it's far safer for the PCs to band together in a company, or fellowship—known as a **Party**. A party of adventurers can help protect, and stand guard for, one another.

ADVENTURER'S ALLEGIANCE

At the Host's discretion, it may be assumed that all of the characters previously met in the recent (or distant) past, and have already formed an adventuring party.

Party Size & Composition

The ideal size for a party of adventurers is between four to six 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.

Multi-Talented Team. It's recommended to have a variety of skills, spells/psionics, and strengths amongst the individual characters to gain the benefits that each character provides.

AS AN EXAMPLE,

PCs who are primarily warriors offer strength & protection against dangerous enemies.

Naturally sneaky characters can remain unseen and reach areas other less-dexterous characters cannot.

Magic wielding characters who harness the power of spells and/or psionics bring a potent combination of tricks and abilities to the party.

PCs who focus on helping & healing their fellow comrades-in-arms will be welcomed to any party that finds themselves surrounded by dangers.

PREPARING FOR AN ADVENTURE

The 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 They Are.** Figure out who all the characters are, if they know each other, and if anyone in the party cannot be trusted (or is 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 They're Adventuring.** Consider why the party is about to partake on the quest. Are the adventurers tasked with rescuing someone? Perhaps a special item needs to be retrieved. Consider the goals of each adventure offered and what objectives need to be completed to be successful at each adventure before setting out.
4. **Where To Go.** Every party should have an understanding of where they need to go to complete their objectives. Consider any perils that may lay between the characters and their 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 necessary items.
7. **Marching Order.** Discuss the physical positions and tactics the party will use in the case of a dangerous situation, such as combat, known

as a **Marching Order**. A marching order is the order the party forms while exploring new frontiers. Party members should determine which character is scouting out front, who's searching in the middle, and who is following at the rear of the party.

Players should devise their own style of marching orders when opening doors, searching rooms, fighting enemies, and so on. A common marching order is to have the characters form a 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 Host what their characters are doing, such as "Otael climbs the slope, sword in hand, to see what's at the crest," or, "I switch on my thermal imager and head down the stairs." The GH responds by telling the players what the characters see, hear, taste, sense, smell, and feel. The players then respond by describing how their player-characters react to the situation.

As the party of characters explore the world of **OPEN ADVENTURE** in this manner, they will generally find themselves transitioning between three distinct phases:

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

After the party is victorious in their quest, they return to where they were originally hired in hopes of receiving a reward for their efforts; and thus beginning the three phases anew.

ADVENTURE RULES

The following section details the metrics used to describe the fantasy (and science-fiction) realms of **OPEN ADVENTURE**, as well as common actions characters will wish to perform.

MAPS, SPACES & SCALE

A **Space** is a measurement of distance an adventurer can walk, run, climb, and so forth. Spaces may be represented by grid squares (or hexagons) on grid mats, or graph paper.

Unit Of Measure. 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 also 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-scaled 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 five different types of maps, each with a different scale: local maps, settlement maps, overland maps, stellar maps, and astronomical maps (see below).

Maps represent small (or large) areas. Fantasy medieval expeditions only use local, settlement, and overland maps; but science-fiction adventures may use all five map styles.

Local Maps. Local maps are used when adventurers are exploring a small area such as a dungeon, forest, ruins, or cave. On a local map, 1 space equals 1 meter within the game.

Settlement Maps. Settlement maps are used when either the adventurers have set up an encampment for the night, or visit a village, space station, or city (aka "settlement"). On a settlement map, 1 space equals 10 meters within the game.

Overland Map. Overland maps are used when characters travel great distances through a countryside, mountain range, coastal beach, and other similar terrain. Traveling through an overland map usually represents a day's worth (or more) of travel.

On 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 expeditions 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. On 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 pilot starships to distant planets, star systems, or space stations, an astronomical map is used. Travel across an astronomical map usually represents a day's travel at faster-than-light speeds. On an astronomical map, 1 space equals 1 million terrameters (known as an exameter) within the game.

Guide Defaults. 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 pushing, pulling, or lifting objects; and affects the number of speed points needed when traveling over steep terrain.

Delineating Guides. Elevation is measured by drawing **Contour Lines** on local, settlement, or overland maps. Contour lines on local and settlement maps equal 1 meter of height change, while contour lines drawn on overland maps represent 10 meters in topography change. See page XYZ for rules concerning combat from high (or low) ground, and page XYZ for details about pushing, pulling, and sliding on slopes.

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 XYZ for details about weapon ranges).

AREA

Certain spells, weapons, items, and so on 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 "AxB area" where A is the area's length and B is its width.

AS AN EXAMPLE,

A 5x3 area would mean an area consisting of 5 spaces long and 3 spaces wide.

If only one number is given for an area, it's assumed the area is a square with equal lengths and widths.

VOLUME

Spells, items, armor, and so on that deal with **Volume** are also measured in spaces. Volume is denoted as "AxBxC volume" where A and B are the length and width, respectively, and C is the height of the volume.

AS AN EXAMPLE,

A poisonous gas cloud with a "5x3x2 volume" would be 5 spaces long, 3 spaces wide and 2 spaces tall.

If only two numbers are given for a volume, the first number is assumed to be for the length and width, and the second number is for the height.

AS AN EXAMPLE,

A fog cloud with a "5x4 volume" would be 5 spaces long and wide, and 4 spaces tall.

If only one number is given for a volume, it's 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 formation of a quarter circle, whereas cone-shaped volumes take on the shape of a conical, or pyramid, instead. Cones always originate from a single point and expand outward, widening one space on all sides for every 1 space it is in length. Cone dimensions are described the same as area (or volume), with the length denoting the distance from its origin to its edge, and width denoting the widest point of the cone.

Region Defaults. All areas and volumes are assumed to be centered on their origin as best as possible (with equidistant placements being decided by the current 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 INTERVALS

Interval	Game Time
1 Round	6 Seconds
1 Minute	10 Rounds
1 Segment	10 Minutes
1 Hour	6 Segments
1 Day	24 Hours (Morning, Noon, & Night)

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 Host mentioning, for example, “a month passes”. The GH normally records the passage of time, but the Game Host may delegate keeping track of time to a particularly trustworthy player. Measuring time can be important for many reasons.

AS AN EXAMPLE,

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, known as **Time Intervals**. There are four types of time intervals.

- ◆ Tactical time
- ◆ Vigilance time
- ◆ Routine time
- ◆ Prolonged time

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

Tactical Time

The slowest of the four measures of time, **Tactical Time** is used during combat and other moments of great importance in which every action, large, or small, must be played out second-by-second.

Tactical time commences in a series of **Rounds** where 1 round represents 6 seconds of game time. Each character gets 1 **Turn** per round.

Tactical Actions. Characters may perform two half-round actions (or one full-round action), and as many free actions as they choose. Actions that require larger amounts of time must be performed over multiple rounds. See page XYZ for more details on combat actions.

Vigilance Time

Used when adventurers are in a potentially dangerous area (e.g. 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 rounds.

Vigilant Actions. Characters may perform as many actions as they choose during this time, so long as the total time needed does not exceed one minute. Otherwise, multiple minutes will be required to complete the task.

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 **Segments** where 1 segment represents 10 minutes.

Routine Actions. Characters may perform as many actions as they choose during this time, so long as the total time needed does not exceed one segment (10 minutes). Otherwise, multiple segments will be required to complete the task.

Prolonged Time

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 segments.

Prolonged Actions. Characters may perform as many actions as they choose so long as the total time needed does not exceed one hour. Actions that require larger amounts of time must be performed over multiple hours.

Days

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

MORNING

The time when adventurers typically wake up, pack any gear they have laying around, eat their first meal, and prepare for the day's events. **Morning** is also the time when the party begins to travel to their destination.

NOON

Noon is when characters typically finish traveling (or exploring) for one-third of the day, and are hereafter 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

After sunset, during **Night**, the adventurers typically rotate 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 before being rejuvenated for the following day.

MOVEMENT & TRAVEL

The party can travel distances, in spaces, over time. The number of spaces characters can travel is affected by six factors:

- ◆ **Speed Points.** Depending on how many SPD the PC naturally has to use moving. See page XYZ.
- ◆ **Time Interval.** Depending on whether the Host is measuring time in tactical, vigilance, routine, or prolonged intervals. See page XYZ.
- ◆ **Map Type.** Depending on whether the GH is using a local, settlement, overland, stellar, or astronomical map. See page XYZ.
- ◆ **Posture.** Depending on the form of movement the adventurer uses to move (e.g. walk, run, climb, swim, etc.). See page XYZ.
- ◆ **Terrain.** Depending on the speed point cost of the terrain type that the character moves through (e.g. flat, sandy, rocky, etc.). See page XYZ.
- ◆ **Encumbrance.** Depending on the amount of weight the character is carrying. See page XYZ.

Distance Over Time

Speed represents the amount of speed points a character can spend traveling. However, because time intervals represent different amounts of time, and maps represent different amounts of distance, each character's SPD will fluctuate based off these factors.

The following information details what maps are paired with which specific time intervals, and how many speed points a character is afforded for each (based off their speed score).

MOVING IN TACTICAL TIME

When time is played out slowly in tactical intervals, characters always use local maps to represent each specific step they take. In space combat, stellar maps are used to represent the movements of starships, instead.

During tactical time, the PC can perform two half-round actions. For each half-round action they use to move, they may move up to a number of spaces equal to the number of speed points they

have (plus any additional modifiers, such as from perks, talents, magic, and so forth).

AS AN EXAMPLE,

An adventurer is in combat, and wants to rush to the front line of the battle. They have 6 SPD, allowing them to move 6 spaces, as a half-round action, to cross the room. If they wanted, they could use their second half-round action to continue moving, attack, or perform another action.

MOVING IN VIGILANCE TIME

Similar to tactical time, vigilance time is also played out on a detailed-focused local map. However, due to the larger amount of time that transpires each interval, the character can travel greater distances. Thus, the PC may move a number of spaces each minute equal to double their speed points.

AS AN EXAMPLE,

A character is cautiously searching a dungeon. They have a SPD of 5, which allows them to move 10 spaces ($5 \times 2 = 10$) each vigilance time interval. They spend their time walking down a hallway and into a connecting room.

MOVING IN ROUTINE TIME

As the name implies, routine time is played out when the parties situation is less-stressful, or dangerous. Because of the inherently relaxed nature, events are played out on a larger-scaled settlement map; which affords the party additional space to frolic & gambol.

The number of SPD a character can use moving, per segment, is equal to triple their speed score.

AS AN EXAMPLE,

An adventuring party just finished setting up their camp for the night. One of the characters wishes to explore the surrounding countryside. Their SPD is 7, allowing them to move up to 21 spaces ($7 \times 3 = 21$), each segment, on a settlement-sized map. The PC explores a nearby bluff, trickling brook, and cedar grove, before returning to camp.

MOVING IN PROLONGED TIME

When extended events take large amounts of time to complete, prolonged time is used. The character may move up to a number of spaces, per 8 hours, equal to quadrupedal their speed points. Such

movements are played-out on an overland map, or in the case of starships, on an astronomical map.

Forced March. After 8 hours of travel, the character must stop and rest for the remainder of the day. They may, however, choose to continue traveling; but risk exhaustion in doing so. For every additional hour of travel, the adventurer must make a fortitude save. On a failure, they suffer 1 exhaustion counter (see page XYZ) which will remain with them until they rest for an entire day for each counter gained this way.

DIAGONAL MOVEMENT

The character can move diagonally from one space to another, and for the same speed point cost as moving orthogonally.

OCCUPIED SPACES

The character can never enter into a space (nor pass between two spaces) occupied by an enemies or obstacles. However, they may pass through (but not end their turn on) spaces occupied by allies.

Character Postures

The body posture of the character can increase (or decrease) the number of SPD available to them. There are five relative speed modifiers.

Quarter Speed. The character's maximum speed points are temporarily reduced to one-quarter (25%) of their normal amount.

AS AN EXAMPLE,

A character moving while on their back (supine), performing a hand-stand, or burrowing through soft soil, would do so at quarter speed.

Slow Speed. The character's maximum speed points are temporarily reduced to one-half (50%) of their normal amount.

AS AN EXAMPLE,

A land creature who attempts to swim, fly clumsily, or move prone, would do so at slow speed.

Normal Speed. The standard amount of speed points a character would normally have.

AS AN EXAMPLE,

A character that flies with the maneuverability of a large bird, swims as an amphibian, or walks on land as a terrestrial creature, would do so at a normal speed.

RELATIVE SPEED CHANGES

Relative Speed	SPD Modification
Quarter*	$\frac{1}{4} \times \text{SPD}$
Slow*	$\frac{1}{2} \times \text{SPD}$
Normal	$1 \times \text{SPD}$
Swift	$1.5 \times \text{SPD}$
Double	$2 \times \text{SPD}$

* = Minimum 1 SPD

Swift Speed. The character's maximum speed points are temporarily increased by one-half (150%) of their normal amount.

AS AN EXAMPLE,

A character that flies with the maneuverability of a small bird, or runs backward on land as a terrestrial creature, would do so at a swift speed.

Double Speed. The character's maximum speed points are temporarily doubled (200%).

POSTURAL SPEED MODIFICATIONS

Posture	Speed Modifier
Backwards, Run*	Swift
Backwards, Walk	Slow
Burrow**	Quarter
Climb	Slow
Crawl / Half Prone	Slow
Fly, Good**	Normal
Fly, Great**	Swift
Fly, Average	Slow
Prone / Slither	Slow
Roll / Tumble	Slow
Run	Double
Supine	Quarter
Swim, Good [†]	Normal
Swim, Great [†]	Double
Swim, Average	Slow
Walk	Normal
Walk, Hand-Stand*	Quarter

* = Terrestrial creatures only, ** = Aerial creatures only,

*** = Subterranean creatures only,

[†] = Amphibious creatures only, † = Aquatic creatures only

TERRAIN MODIFIERS

Terrain Type	Benefit	Hindrance
Normal	+1	or -1
Moderate	+2	or -2
Challenging	+3	or -3
Arduous	+4	or -4
Formidable	+5	or -5

AS AN EXAMPLE,

A character that swims with the maneuverability of an aquatic creature, or runs forwards on land as a terrestrial creature, would do so at double speed.

Terrains

Terrain represents the natural obstacles and features of the landscape—such as dirt, ice, underbrush, water, and so on.

TERRAIN TYPES

Although there are a multitude of terrains, each terrain is one of five general types: normal, moderate, challenging, arduous, or formidable.

Terrain types have special modifiers, known as **Reversible Modifiers**. Reversible modifiers are either positive (or negative) integers, depending on what situation the numbers are modifying. Certain ability tests are helped by specific terrain types, while other ability tests are hindered.

AS AN EXAMPLE,

A muddy field would hinder a character attempting to walk through it. However, if the PC was tracking a creature who previously walked through the soft soil, their efforts would be helped.

Reversible modifiers come in either their normal “beneficial” form, which is always a positive number (e.g. +3)—or in a “hindrance” form, which is the negative version of the same number (e.g. “-3”). When a situation warrants a reversible modifier, it will declare which form is used. If no form is given, it’s assumed to be of the normal, beneficial form.

Normal Terrain. Easy terrain that has a modifier of 1 (or -1). Examples include a flat floor, road, or path.

Moderate Terrain. Slightly difficult terrain with a modifier of 2 (or -2). Examples include light thickets and waist-high (or deeper) water.

Challenging Terrain. Difficult terrain with a modifier of 3 (or -3). Examples include vertical terrain (such as cliffs, walls, and slopes equal to, or

greater than 50°), thick mud, moderate thickets, and underwater.

Arduous Terrain. Burdensome terrain that is taxing to travel through, with a modifier of 4 (or -4). Examples include thick snow and heavy underbrush.

Formidable Terrain. The most difficult of all the terrain types, proving troublesome and exhausting to pass through, with a modifier of 5 (or -5). Examples include quicksand, water with heavy currents, or stormy air with strong gusts and turbulence.

Multiple Terrains. If a terrain is two (or more) different types simultaneously (e.g. ice and cliff), add the modifiers of each different type together (one for each type) to determine the total modifier for that terrain (up to a maximum of +5, or -5, except under special circumstances as determined by the Game Host).

TERRAIN TYPES

Terrain	Type
Air / Aerial	Normal
Air / Aerial, Gusty	Challenging
Air / Aerial, Torrent	Formidable
Ice	Challenging
Ice, Broken	Challenging
Ice, Melted / Sludge	Arduous
Mud	Moderate
Mud, Deep	Arduous
Mud, Liquefied	Formidable
Path, Firm	Normal
Rocks, Boulder	Formidable
Rocks, Crag	Challenging
Rocks, Medium Stone	Moderate
Sand, Compacted	Normal
Sand, Soft	Challenging
Snow, Powdery	Formidable
Snow, Soft	Arduous
Underbrush	Moderate
Underbrush, Knotted	Arduous
Underbrush, Tangled	Challenging
Water, Leg Deep	Moderate
Water, Under	Arduous
Water, Waist Deep	Challenging

MOVING IN TERRAIN

In movement, the terrain modifier represents the SPD cost required to enter a single space of the given terrain type. If the character doesn't have enough SPD to enter the terrain, they cannot move to that space.

Combined Movement. However, during tactical time, if the character spends both of their half-round actions moving, they may combine the total speed points from both actions. The sum may then be used collectively to pass through terrain that would otherwise have a prohibitively-high SPD cost to enter.

AS AN EXAMPLE,

A character only has 4 speed points, but wishes to enter arduous terrain (which costs 5 SPD per space). To move into the high-cost space, the character can spend both half-round actions moving, which allows the SPD from both actions to be combined for a total of 8 SPD ($4 + 4 = 8$).

Now the character has enough points to enter into one space of the arduous terrain (with 3 SPD remaining).

WEIGHT & ENCUMBRANCE

Players may be tempted to have their character pack and take with them large quantities of equipment, bulky armor, and reinforced weaponry. However, there is a natural limit to how much an adventurer can reasonably carry. A character weighted down with every piece of equipment available to them will soon grow clumsy and exhausted. Instead, it's best to be selective in choosing how much weight to carry.

Weights

All objects & items within an adventure have a weight score, which is a measure of how heavy & bulky to handle it is. For rules purposes, 1 weight point equals 1 kilogram of real-world mass.

Multiple Movers. The effective weight of an object can be divided when two or more characters attempt to move it simultaneously. Divide the weight of the item by the number of characters moving it, for the new effective weight the object.

However, each character must be individually capable of moving the object even at its new adjusted weight. When moving the item, the characters move together at a speed equal to the slowest character (while observing all encumbrance rules).

Encumbrance

Encumbrance is the amount of hindrance, burden, and load the character suffers due to their gear's weight and bulkiness. The amount of weight the adventurer can carry, lift, or push (and pull) is dependent upon their Strength ability. The higher their Strength, the more weight the PC can move (see below for details).

ENCUMBRANCE COUNTERS

The more weight the character attempts to move, the more encumbrance counters they suffer. A character can have up to a maximum of 5 encumbrance counters, with each counter inflicting two cumulative penalties:

- ◆ **Speed Reduction.** The character suffers -1 SPD for each encumbrance counter.
- ◆ **Clumsy Unarmed Attacks.** The character suffers -1 attack for each counter, when making an unarmed attack.

ENCUMBRANCE

Burden	Gain 1 Encumbrance Per...
Carry	2 x STR in weight carried
Lift (Above Head)	4 x STR in weight lifted
Push / Pull	8 x STR in weight moved

MAXIMUM WEIGHTS

Burden	Maximum Weights
Carry	10 x Strength
Lift (Above Head)	20 x Strength
Push / Pull	40 x Strength

AS AN EXAMPLE,

A character has 3 encumbrance counters. Thus, they suffer -3 speed and -3 unarmed attack from the load they bear.

These penalties persist until the load is dropped or otherwise reduced. If the character has 5 encumbrance counters—or their speed is reduced to 0 (or less)—they become paralyzed.

Peripheral Penalties. At the Host's discretion, encumbrance may affect other attributes and abilities in special circumstances (e.g. the PC may suffer additional damage when falling from a cliff).

CARRYING

Characters can carry weight on their back, shoulders, waists, hands, and so forth. The maximum amount of weight that can be carried is equal to the character's Strength multiplied by 10.

AS AN EXAMPLE,

A character has a Strength 5, thus they can carry up to a maximum of 50 weight.

Carrying Encumbrance. The PC suffers 1 encumbrance counter for every allotment of weight they carry equal to their Strength multiplied by 2.

AS AN EXAMPLE,

A character with Strength 3 would receive 1 encumbrance counter for every 6 weight carried.

LIFTING

Characters can lift rocks, portcullises, and other heavy objects. The maximum amount of weight that can be lifted, for a short time, is equal to the character's Strength multiplied by 20.

Lift Time. The maximum time a character can lift this weight, in seconds, is equal to their Strength ability score. However, if the character is lifting less than half of their maximum lift weight, they may hold the burden for twice the normal duration. Likewise, if the character is lifting less than $\frac{1}{4}$ of their max lift weight, they may hold the burden for up to quadrupedal the normal duration.

AS AN EXAMPLE,

A character with Strength 4 could lift up to 80 weight for a maximum of 4 seconds.

Lifting Encumbrance. The PC suffers 1 encumbrance counter for every allotment of weight they lift equal to their Strength multiplied by 4.

PUSHING / PULLING

Characters can use their shoulders, feet, and hands to push (or pull) large objects. The maximum amount of weight that can be moved this way is equal to the character's Strength multiplied by 40.

Push/Pull Encumbrance. The PC suffers 1 encumbrance counter for every allotment of weight they move equal to their Strength multiplied by 8.

Moving Through Terrain. When pushing or pulling an object over terrain types other than flat, multiply the effective weight being pushed or pulled by the normal modifier of the terrain.

AS AN EXAMPLE,

Pushing a 10 weight barrel over shifting sands would have the equivalent of pushing a barrel of 30 weight ($10 \text{ wt} \times 3 = 30 \text{ wt}$).

Moving Weight Uphill. Pushing or pulling an object up a hill or incline can further increase the effective weight of the object. Hills and slopes can change over distance; therefore are measured in intervals of 6 spaces of length. For each six-space interval an object is pushed or pulled through, count the number of contour lines inside. Multiply this number by the weight of the object to determine the object's effective weight. Alternatively, if the grade of the slope is known, the weight of the object can be multiplied for every 10° of the slope's inclination.

AS AN EXAMPLE,

A character pushes a 30 weight stone 6 spaces uphill. Within the six-space interval, there are 2 contour lines, increasing the effective heaviness of the object to 60 weight ($30 \text{ wt} \times 2 = 60 \text{ wt}$).

Moving Weight Downhill. Pushing or pulling an object downhill or down a decline decreases the effective weight of the object. As with moving objects uphill, slopes are measured in intervals of 6 spaces of length. For each six-space interval an object is pushed (or pulled) through, count the number of contour lines inside. Divide the weight of the object with the counter count to determine the object's effective weight. Alternatively, if the grade of the slope is known, the weight of the object can be divided for every 10° of the slopes declination.

Towing Transports. Characters can draw or tow transports (such as a wagon or cart) by pushing or pulling them. So long as the wheels, boards, bows, wings, or tracks of the vehicle work properly, the effective weight of pulling the transport is considered one-half of its true weight (this effective weight may be further modified by slope, terrain, etc.).

If the vehicle is loaded with additional gear, characters, or extemporaneous weight, consult the *Intermediate Rulebook* for weight reduction percentages for different types of transports.

☒ ALTERNATIVE RULE

The Host may instead divide the total weight of the transport's cargo by 5 for every wheel, board, bow, wing, or track the vehicle has.

Multiple Multipliers. If the weight of an object is multiplied from two or more sources (e.g. due to terrain type, contour, gravity, etc.), add all the multipliers together before multiplying them with the weight of the object.

❶ STEEP SLOPES

Slopes 50° or higher (or with more than 5 contour lines per six-space interval) are considered cliffs, and therefore are too steep to have objects pushed or pulled across.

PLANETARY GRAVITY

In science-fiction adventures, some planets and moons will have varying levels of gravity which will also influence anything nearby. In total, there are seven common gravity levels.

GRAVITY LEVELS

Level	Effect*
Zero / Microgravity	x0
Half Gravity	x½
Common Gravity	x1
Tier 2 Gravity	x2
Tier 3 Gravity	x3
Tier 4 Gravity	x4
Tier 5 Gravity	x5

* = Multiply gravity effect with fall damage and weight carried, lifted, or pushed/pulled

Gravity Multipliers. As a region's gravity increases (or decreases), so too will its influence. Gravity generally affects two aspects:

- ◆ **Weight Moved.** The amount of weight the character attempts to carry, lift, and push or pull is multiplied by the gravities effect.
- ◆ **Falling.** The speed and damage sustained from falling (including being hit by falling objects) are multiplied by the gravities effect.

AS AN EXAMPLE,

A character that normally weighs 80 weight, placed in a tier 2 gravity environment, would have an effective weight of 160 wt ($80 \times 2 = 160$ wt).

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.

AS AN EXAMPLE,

A character falls 10 spaces off a ledge and onto a stone surface. The PC suffers 10 crush damage.

Protection From Falling. Crush damage inflicted from a character falling is reduced by their armor's protection number.

AS AN EXAMPLE,

A character wearing armor with protection 4 who fell 10 spaces would suffer 6 crush damage ($10 - 4 = 6$).

Fall Speed. For rules purposes, a character is assumed to fall 50 spaces per second (150 spaces per half-round). Different gravities can affect this speed and the damage inflicted.

Falling Objects

Heavy objects falling—such as a large stone or steel pylon—on top of a character can deal fatal crush damage to any unlucky victim who finds themselves underneath its trajectory. Hurdling objects deal a number of points of crush damage, equal to its weight, to anything it hits.

Bracing For Impact. If the object falls less than 3 spaces before hitting its victim, it only deals half damage, instead. Additionally, characters may attempt a reflex save to mitigate the damage received. On a success, they only suffer half damage (these two bonuses are cumulative).

AS AN 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.

Protection From Getting Hit. Crush damage inflicted upon a character is reduced by their armor's protection number.

AS AN EXAMPLE,

A character wearing armor with protection 2 who had an 11 wt stone fall on them would suffer 9 crush damage ($11 - 2 = 9$).

REST & RECUPERATION

After a long day of traveling, exploring, or battling, characters will undoubtedly grow weary and tired. Resting is an important way for a party to relax and rejuvenate.

Rest & Respite. To be considered resting, a character cannot engage in any strenuous activities (such as combat); nor carry, lift, or otherwise move any objects of a weight equal to twice their Strength.

Long Rests

Characters who repose from the rigors of adventure, and seek recess, can do so with a **Long Rest**. Long rests consist of 8 hours of interlude, somnolence, and re-composure. Long rests are often enjoyed at night when sleeping, in-between a day's travel, or after a harrowing battle.

SLEEP

Adventurers must sleep for 8 hours each day, or suffer 1 exhaustion counter (see page XYZ for rules on exhaustion). For every 4 hours of additional sleep they're deprived, they'll suffer +1 additional exhaustion counter.

Sleeping With Armor. Characters that wear bulky armor when trying to sleep risk having their sleep interrupted due to the discomfort. If a character attempts to sleep while wearing suited armor (either light, medium, or heavy), they must make a willpower save each night. Characters wearing light-suited armor gain advantage to this test, while characters wearing heavy suited armor gain disadvantage (medium suited armor receives no such advantage or disadvantage). If the character fails their save test, their sleep is interrupted by a number of hours equal to the number of points they failed their test by.

AS AN EXAMPLE,

A character wearing heavy armor attempts to make a willpower save (with disadvantage), but fails by -4 points. The character loses 4 hours of sleep.

Recovering Lost Sleep. Interrupted sleep must be recovered later, or else the character suffers the same exhaustion penalty as being deprived of sleep. For every 8 hours a character sleeps, they will lose -1 exhaustion suffered from deprivation.

Short Rests

Sometimes adventurers need to stop and rest for a quick intermission before continuing on their adventure—especially after a physically exhausting event or encounter. Characters who stop to catch

their breath can do so with a **Short Rest**. Short rests consist of 1 hour of rest & quietude.

Reinvigorating Rest. After completing a short rest, the character may recover lost stamina points. For every hour a character rests, they recover 1 stamina point.

Natural Healing

Hurt and injured characters have the natural ability to heal their wounds over time. This allows for adventurers to recover lost health points taken from them through combat, traps, and other life-threatening activities.

NATURALLY HEALING HP

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

Healing Health Points. Characters regain a number of lost health points equal to their experience level per day (minimum ½ HP); or twice their level per day—if the character rests for the entire day. It should also be noted that some items & spells can recover lost health points.

DEATH

When a character's HP reaches 0 (or less), that character immediately dies. If an adventurer is dead, the controlling player should begin creating a new character (see page XYZ for steps on creating a player-character).

❶ CHEATING DEATH

Although extremely rare, some magic may delay (or even reverse) the effects of death.

Reducing & Transferring XP. The total number of experience points (see page XYZ) of the dead character should be reduced by 10% (rounded down), then transferred to the player's new character. The new character will begin at whichever level that the number of XP they have allows them to achieve.

AS AN EXAMPLE,

A character died with 900 XP. The new PC would begin with 810 XP ($900 - 10\% = 810$).

Splitting The Loot. The surviving members of the party may discuss and decide how (if at all) they will divide the dead PC's weapons, armor, equipment, treasure, and so on.

Filling The Void. At the Game Host's discretion, the player's new player-character can join the adventuring party immediately; or delay the meeting until it's more logical to the story for the separate parties to meet.

LIGHT & VISION

The majority of subterranean, urban, and stellar domains have a multitude of nooks, alcoves, and shadows. What characters can (and cannot) see—and by how much—plays a key role in determining if something is spotted or overlooked.

Line Of Sight

Anything an adventurer can see from their current position is considered within their **Line Of Sight (LOS)**. For a character to have LOS to a target, the Host must be able to draw an uninterrupted straight line from any corner of the space(s) the character occupies to any corner of the space(s) the target occupies.

Cover

Cover is any hardened material (e.g. walls, doors, or another character) that obscures, blocks, and shields a target from attacks.

HEAVY COVER

If a line of sight passes through any space occupied by cover, the target is considered to have **Heavy Cover**. Characters behind heavy cover *cannot* be targeted nor attacked.

LIGHT COVER

However, if the line of sight only touches (but does not cross) a corner (or border) of a space occupied by cover, the object only provides **Light Cover**, instead. In light cover, only certain parts of the hiding character's body will be protected by the cover (depending on the character's posture and general actions).

AS AN EXAMPLE,

A character is standing behind a short wall. Thus, the character's lower body is considered covered, while their upper torso is not.

Covering Body Regions. Refer to the body region table on page XYZ when determining which specific regions can be covered (at least one region must be uncovered, otherwise the character would be considered under heavy cover; and therefore cannot be targeted).

When the covered character is attacked, the attacker must roll on the body region table to determine if the defender's covered anatomy is targeted. If so, the natural protection score of the cover is added to the character's defense, and/or any reflex saves they may perform (until they leave the cover).

AS AN EXAMPLE,

A character is kneeling behind a short wall, exposing only their head. Another character makes a ranged attack targeting the character. The attacker rolls on the body region table and gets a 1 (the right leg or foot). Since the defender's right foot is covered, the cover's natural protection of 16 is added to the defender's defense of 8 for a total of 24 ($16 + 8 = 24$). The attack of 12 is not enough to penetrate the cover, and thus misses.

If a body region is not fully covered (but at least one-half of it is), add one-half of the cover's natural protection score to the specific body region, instead.

AS AN EXAMPLE,

A character is standing halfway behind a wall. Another character attacks them and rolls on the body region table, getting a 4 (torso). Since only half of the defender's torso is exposed, they add one-half of the cover's natural protection of 12 to their defense of 7, for a total of 13 ($6 + 7 = 13$).

Concealment

Concealment is any natural material that obscures something from view (such as darkness, fog, or foliage). However, unlike cover, concealment is always made of soft (or empty) material that provides no further defensive advantage.

HEAVY CONCEALMENT

If the line of sight passes through any corner of a space that provides concealment (such as darkness, opaque fog, or heavy jungle), the target is considered to have **Heavy Concealment**.

Creatures have blindness (see page XYZ) to anything occupying heavy concealment, which imposes the following rules:

- ◆ **Fails Perception.** The viewer automatically fails any perception test dependent on sight (of spaces in heavy concealment).
- ◆ **Defense Disadvantage.** Attacks coming from heavy concealment have advantage when targeting the viewer.

LIGHT CONCEALMENT

However, if the line of sight only touches (but does not cross) a corner (or border) of a space with concealment, or if the spaces are only partially obscured (such as from twilight, patchy fog, or moderate underbrush), the target has **Light Concealment**, instead. Similarly, low obscurement (such as from a low gas cloud) equal in size to half the height of the creature (plus or minus 10%) only provides light concealment.

Creatures have partial blindness (see page XYZ) to anything occupying light concealment, which imposes the following rules:

- ◆ **Perception Disadvantage.** The viewer has disadvantage to any perception test dependent on sight (of spaces in light concealment).
- ◆ **Attack Disadvantage.** The viewer has disadvantage when attacking targets in lightly concealed spaces.

Illumination

There are three general types of illumination that characters must contend with throughout their adventures: brightness, twilight, and darkness.

BRIGHTNESS

Brightly lit and well-illuminated spaces (either by daylight, torchlight, or radiant artificial light) that allow the party to easily discern the details of a surrounding area with their eyes (however, some creatures with darkvision see poorly in brightness).

Torch and lamp light cast bright light to adjacent spaces, making them ideal for underground or urban exploration.

TWILIGHT

Spaces that are illuminated, though poorly so. General outlines, positioning, and alignment of objects & items in twilight can be discerned, but many finer details are obscured by darkness or haze.

Twilight provides light concealment to anything it veils, and characters looking into (or within) twilight are temporarily partially blind—unless looking at (or targeting) spaces in brightness (or darkness).

DARKNESS

Spaces submerged in black darkness (though not necessarily totally pitch-black).

Darkness provides heavy concealment to anything it covers, and characters looking into (or within) darkness are temporarily blind—unless looking at (or targeting) spaces in brightness (or twilight).

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.

Flame Proportions

The majority of fires the party will encounter have one of the four common sizes: tiny, small, medium, and large.

TINY FIRES

Tiny fires are the size of a burning torch, candle, or other singular, controlled flame. Tiny fires deal 1D fire damage for every half-round a character (or object) is exposed to the flames.

SMALL FIRES

Small fires are the size of a campfire, taking up 1 volume of space, and inflict 2D fire damage for every half-round a character (or object) is exposed to the flames.

MEDIUM FIRES

Medium fires are the size of a bonfire and take up 2 volume of space and inflict 3D fire damage for every half-round a character or object is exposed to the flames.

LARGE FIRES

Large fires are the size of a massive bonfire and take up 3 volume of space and inflict 4D fire damage for every half-round a character or object is exposed to the flames.

MASSIVE FIRES

For every +1 volume a fire is in size (beyond large), it inflicts +1D fire damage per half-round of exposure to its flames.

Protection From Burning. Fire damage inflicted upon a character is reduced by their armor's protection number.

AS AN EXAMPLE,

A character is wearing armor with a protection 3. Suddenly they're engulfed in flames from a small fire. The Host rolls 2D, to determine the damage, and gets a result of 8. The PC suffers 5 damage ($8 - 3 = 5$).

Flammable Materials. Each time a character or object (e.g. a weapon or armor) suffers fire damage, a reflex save (if a character) or fortitude save (if an object) must be performed. If the test fails, the character (or object) catches fire and immediately suffers 1 burn counter (see page XYZ).

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 ($\frac{1}{5}$ segment). Small fires are more aggressive, consuming the same volume of oxygen in 1 minute. A medium fire will consume the same air in 3 rounds. A large fire will consume the same amount of oxygen in 1 round.

For every +3 volume a fire is in size (beyond large), it consumes +1 volume of air per round.

OUTER-SPACE VACUUM

An adventurer who is exposed to the de-pressurized icy vacuum of outer-space is immediately dying (see page XYZ for conditions), but may continue their turn as normal. Every round a character is exposed to a vacuum, they immediately lose -1 stamina point. If they run out of stamina points, or have none to expend, the character immediately dies.

AS AN EXAMPLE,

A character with 3 SP enters a depressurized compartment. They immediately suffer from the dying condition. The PC may survive in the vacuum for a maximum of 3 rounds before becoming deceased.

Once a character has left a vacuum and returned to a normal atmosphere, they no longer considered dying (from the vacuum).

DAMAGE TYPES

As adventurers face new and exotic dangers, they will also face various “types” of damage, known as **Damage Types**. Damage inflicted upon characters, transports, equipment, and so forth, may be of one or more types.

Types & Subtypes

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.

➊ SIMULTANEOUS TYPES

Each damage type is considered to be both its own type as well as all of its subtypes, simultaneously (e.g. 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.

AS AN EXAMPLE,

Slash damage is both slash and kinetic damage; but no other type.

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

AS AN EXAMPLE,

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

Damage Type List (Alphabetical)

BIOLOGICAL DAMAGE

Biological damage derives from any chemical, physiological or organic processes; typically involving living creatures. Biological damage also includes internal damage such as bleeding or attacks targeting internal organs.

Acid Damage. 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. Damage from ailments, sicknesses, infections or inflictions are considered disease damage. Biological characters are typically victims of this damage type, though certain protoviruses and macroparasites have been known to inhabit mechanical creatures such as androids.

Poison Damage. 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.

DAMAGE TYPES

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

* = Fantasy Only, ** = Science-Fiction Only

ELEMENTAL DAMAGE

Elemental damage is obtained from 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 Damage. A mysterious energy spread throughout the celestial firmament. Understanding of æther alludes even the most studious of scholars. Few can harness the power of it, 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. Damage involving the rocks, soil, mud and sand of terra firma. Earth damage may occur naturally from volcanoes, comets, mountains, caves and canyons.

Fire Damage. 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 Damage. 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 Damage. 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 DAMAGE

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

Percussion Damage. Percussion damage comes from rapid oxidation of combustible materials, and impending discharge of volatile energy. Explosions inflict destruction through percussive waves, fiery expansion and aftershock. Not all percussions

cause fire; some specially-designed weapons may cause a rapid release of a freezing agent such as super-cooled nitrogen.

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

KINETIC DAMAGE

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. 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 Damage. Damaged caused by 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 Damage. 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 blunt weapons.

Pierce Damage. 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 Damage. 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 DAMAGE

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 Damage. The sinister and macabre nature of dark psionics can cause shadow damage.

Dark psionics manifests shadow damage exclusively.

Spirit Damage. 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 DAMAGE

Spell damage is manifested from arcane, occult and the magical properties of spells.

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

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

Divine Damage. 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 inflicted from deities with a good alignment.

Evil Damage. 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 Damage. 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

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

Condition Details. The effects of a condition begin immediately upon receiving it and persist until the condition expires naturally, or is canceled by any other means. Damage suffered from conditions always ignore armor (unless stated otherwise). If two or more conditions apply simultaneously, apply all of them (if certain effects cannot be combined, choose the most severe).

Condition Counters. Some conditions' effects are cumulative, allowing for multiple instances of itself to exist simultaneously on a single character. Any effect that inflicts a condition with a prefixed number (e.g. "2 energy drain" or "1 bleed") has that many copies of it in effect on the PC (or NPC). This number, known as a **Counter**, affects the severity, duration, or other parameters of the condition (the details of which are explained in the description of

the condition itself). Not all conditions have nor use counters (e.g. invisibility).

Multiple Versions. Some conditions have two or more versions of the same effect. In such a case, each variation will be labeled in bold text.

Conditions List (*Alphabetical*)

ABILITY DAMAGE

Damage. The character loses -1 primary ability point (minimum 0) for every ability damage counter they suffer. If a specific primary ability is not listed at the time of receiving this condition, the Game Host may choose which is lost. Points lost this way return at a rate of 1 point per day (per primary ability).

- ◆ **Zero Strength.** Characters with 0 Strength immediately fall to the ground and becomes helpless (see the condition).
- ◆ **Zero Dexterity.** Characters with 0 Dexterity immediately becomes paralyzed (see the condition).
- ◆ **Zero Vitality.** Characters with 0 Vitality immediately die (see page XYZ).
- ◆ **Zero Mentality.** Characters with 0 Intelligence, Charisma, and/or Perception immediately fall unconscious (see the condition).

Annihilation. Any damage inflicted on primary abilities from ability annihilation is permanently lost. Points lost this way can only be regained through magical means.

BLEED

The character is profusely bleeding, causing them to perform a fortitude save once per round, then discard 1 bleed counter. If the character failed their fortitude save, they lose -1 health point.

BLIND

Full Blindness. The character automatically fails any Perception test dependent on sight, and has ineptitude when attacking. Additionally, other characters have advantage when attacking the character.

Partial Blindness: An alternative form of blindness that causes the character to have disadvantage when performing any Perception test dependent on sight, and has ineptitude when attacking.

BURN

The character (or their clothes) are ignited in flame. Once per round, the burning character (or an adjacent ally) may spend a full-round action performing a reflex save. If successful, they manage to put out (at least part) of the fire—discard 1 burn counter.

However, if they fail their reflex save, the burning character loses -1D health points, instead.

COLD

The character is exposed to low temperatures and risks hypothermia and frostbite. The cold character temporarily loses -1 stamina point, -1 speed, and suffers -1 to all standard rolls they make—for each cold counter they have.

Additionally, if the character rests while with 1 or more cold counters, they gain +1 cold counter and must perform a fortitude save per each segment of rest. On a failure, they immediately fall unconscious and become dying (see the conditions).

PROVOKE

The character is taunted, aggravated, or enraged by another character or object. Once per round the provoked character must perform a willpower save. If successful, remove 1 provoke counter. However, if failed, they become focused on the provoker and must spend all of their actions attacking them (or moving into a position to attack them).

The character is no longer provoked if their provoker is helpless, unconscious, or cannot engage in combat.

CONFUSE

The character is befuddled and unable to concentrate or tell the difference between an ally and foe. Once per minute, the confused character's actions are determined randomly by rolling 1D and consulting the list below:

1. **Harm Self.** The character attacks themselves with an unarmed strike.
2. **Flee.** The character is panicked by all other characters and flees in fear (or cowers, if unable to flee).
3. **Babble.** The character talks incoherently, doing nothing else.
4. **Attack Nearest.** The character attacks the character closest to them that's within LOS.
5. **Attack Confuser.** The character attacks the character or object that caused them confusion (or as close as possible, if unable).
6. **Act Normal.** The character comes to their senses and acts normally.

If the confused character cannot perform their action, they babble incoherently, instead. If the character is attacked, they will spend the rest of their minute attacking the last character that attacked them, instead.

COWER

The character is catatonic with fear, preventing them from performing any actions (including moving). All attacks targeting the character have advantage.

DEAF

Full Deafness. The character automatically fails any Perception test dependent on hearing, and has ineptitude on initiative tests.

Partial Deafness. The character has ineptitude when performing any Perception test dependent on hearing, and has a -1 on initiative tests.

DYING

The character is near death. Once per round the character must perform a fortitude save. If successful, they suffer -1 health point. If failed, they immediately die.

ENERGY DRAIN

The character loses a number of experience levels equal to the number of energy drain counters inflicted. If the character loses more levels than they currently have, they immediately die.

Energy drain immediately removes all benefits of the lost experience levels (e.g. health points, skill points, magic orders, etc.). See page XYZ for details on what benefits characters gain as they gain levels (reverse the effects for each level lost). Their XP is now equal to the minimum number required for the new level they've been reduced to.

ENTANGLE

The character is ensnared or entrapped. The character's speed is quartered. However, if the entangling bonds are anchored to an immobile object the character's speed is reduced to 0, instead. An entangled character cannot run.

Any attacks targeting the character have advantage, while any attacks made by the character have disadvantage.

EXHAUSTION

The character temporarily loses **-1^h**, -1 speed and has -1 to all standard rolls they make, for each exhaustion counter they have.

FASCINATE

The character is entranced with a magical or other extraordinary effect. While fascinated, the character can do nothing else other than focus on their fascination. The character has disadvantage to all ability tests involving perception.

If the character perceives a potential threat within 6 spaces of themselves, receives damage or is shook by an ally, they may perform a willpower save. If successful, they break free from their fascination and may perform actions normally.

FRIGHT

Fear. The scared character has disadvantage to all of their rolls while the source of their fear is within line of sight of them. The frightened character is unable to willingly move closer to their fear.

Panic. In addition to being fearful, the character flees from the source of their fear as fast as possible in an uncontrollable panic. If the character is unable to flee, they cower (see the condition). The character can perform no other actions.

HELPLESS

The helpless character is unable to defend themselves. All attacks targeting the helpless character have advantage. Additionally, the character's dexterity must be ignored when determining defense and reflex for as long as they remain helpless.

Any character adjacent to the helpless character may spend a full-round action to perform a "coup de grace" (mercy kill) attack. Their attack automatically hits for maximum damage (as if a +5 was rolled). If the helpless character survives the attack, they must perform a fortitude save. If failed, they immediately die.

INEBRIATION

The inebriated character has advantage on all rolls involving strength and charisma but disadvantage on all rolls involving perception, intelligence and dexterity.

Once per segment, the character must perform a willpower save. If successful, remove 1 inebriation counter.

INVISIBILITY

The invisible character cannot be seen without the assistance of magic or other extraordinary means (though they can still be heard from any noise they make).

Invisible characters (and all magical and non-magical objects they are wearing or carrying) have full concealment (see page 77) against characters that cannot see invisibility.

NAUSEA

The nauseated character has extreme stomach distress, and cannot concentrate or perform any actions other than move (and retch).

PANIC

See the fright condition on page XYZ.

PARALYSIS

The paralyzed character is frozen in place and cannot perform any physical actions or speak (though they can think freely) and is helpless. Attacks targeting the paralyzed character have advantage.

Flying or swimming creatures that become paralyzed immediately fall or sink, respectively.

Characters may move through spaces of a paralyzed creature, but entering the occupied space costs 1 additional SPD point.

PETRIFY

The petrified character (and all non-magical objects they are wearing or carrying) is transformed into a solid material (typically stone) and is considered unconscious (see the condition).

The weight of the creature immediately increases by a factor of ten, and the character stops aging. The character immediately becomes strong versus all damage types and immune to all poisons and disease (though any afflictions already within their body are suspended, not neutralized).

If the petrified character's stone cracks or breaks, the injuries will persist if they are reanimated back to flesh.

POISON

The character has a deadly poison coursing through their system. The poisoned character is dying (see the condition) for a number of rounds equal to the number of poison counters they have.

Each poison (depending on its type) has additional immediate effects, as well as lingering effects that are applied every minute (the GH should see the GAME HOST'S RULEBOOK for details).

Once per minute the character may perform a fortitude save. If successful, the lingering effects of the poison immediately end.

PRONE

While prone, ranged attacks that target the character have disadvantage, but melee attacks that target them have advantage.

SLOW

The slow character is lethargic and sluggish in their movements. The character's speed is slow (see page 71), and they may not begin their turn until after all other characters have completed their turn. If more than one character is slow, the order of turns for slow characters may be chosen amongst themselves (but separately from normal character) as per the rules of turn orders (see page XYZ for details).

STARVATION

The starving character temporarily loses -1 $\frac{1}{2}$, -1 speed and has -1 to all standard rolls they make, for each starvation counter they have. For every 1 meal the character eats, discard 1 starvation counter.

STUN

The stunned character can only perform one half-round action (and no full-round actions) per round. The character may spend 1 half-round action concentrating to remove 1 stun counter.

SUFFOCATION

For every suffocation counter a character has, they temporarily lose -1 $\frac{1}{2}$.

If the suffocating character has 0 (or less) stamina points, they must succeed at a fortitude save once per round or immediately fall unconscious and become dying (see the conditions).

For every round the character cannot breath, they gain +1 suffocation counter.

SURPRISE

The surprised character cannot perform any actions (including moving) this round.

SWELTER

The sweltering character is exposed to high temperatures and risks heat exhaustion or heatstroke. The sweltering character temporarily loses -1 $\frac{1}{2}$, -1 speed and has -1 to all standard rolls they make, for each swelter counter they have.

Additionally, if the character engages in moderate activities (such as climbing or swimming) they gain +1 swelter counter. Engaging in strenuous activities (such as combat or running) gains +2 swelter counters, instead.

For every segment that the character has a number of swelter counters equal to or greater than their vitality score, they must perform a fortitude save. If failed, they fall unconscious and become dying (see the conditions).

THIRST

The thirsty character loses -1 $\frac{1}{2}$, -1 speed and has -1 to all standard rolls they make, for each thirst counter they have. For every 1 weight of water the character drinks, discard 1 thirst counter.

UNCONSCIOUS

The character is not awake and considered helpless (see the condition). An unconscious character cannot perform any actions (including move), speak or perceive their surroundings (they automatically fail any perception test).

If the character was standing when becoming unconscious, they immediately drop anything they were holding and fall prone (see the condition). The petrify condition is an exception to this rule.

CHARACTER LEVEL ADVANCEMENT

XP Total	Level	Primary Abilities*	Stamina Points	FORT	REF	WILL	Skill Points	Valor	Wisdom	Combat Actions
-	0	-	-	-	-	-	-	-	-	-
100 XP	1	+1	+1D	+1	+1	+1	+1	-	-	+1 Half-Round
400 XP	2	+1	-	-	+1D	+1	+2	+1D	+1D	-
900 XP	3	+1	+2D	+1D	-	-	+3	-	-	-
1,600 XP	4	+1	-	+1	+1	+1D	+4	+1D	+1D	-
2,500 XP	5	+1	-	+1D	-	-	+5	-	-	+1 Half-Round

* = Cannot be used to increase the character's highest primary ability score (unless tied for highest)

GAINING EXPERIENCE LEVELS

In total, there are six levels a character can advance to; starting at level 0 and advancing to level V.

Step By Step Promotion

Each level (other than level 0) has a minimum amount of **Experience Points (XP)** a character must earn before they can be promoted to that level. Each time a character is promoted to a new level, they gain a number of advances in their primary and secondary abilities. These advances are in the table on page XYZ, and outlined below.

I. PRIMARY ABILITIES

Once per level, any one of the PC's primary abilities (of the player's choice) is permanently increased by +1 point. However, the player *cannot* choose the primary ability with the highest score (the ability may be tied for highest score, though).

AS AN EXAMPLE,

A warrior is promoted to 2nd level. The warrior's strength 8 is their highest primary ability score. Therefore, the player cannot choose to increase the warrior's strength ability until it's either tied for first with another ability, or another ability has a higher score.

II. HEALTH POINTS

The player should check the description of the character's archetype to determine how many health points the player-character gains each new level. Add the increase to the character's existing HP total. Health points are discussed on page XYZ.

III. STAMINA POINTS

See the table above to determine if the character gains additional stamina points (and how many dice to roll). Read page XYZ for details about stamina points.

IV. SAVES

Characters gain various amounts of new saves (fortitude, reflex and willpower) as they advance in level. Refer to the table above to determine when (and by how much) each of the character's three saves increase. Page XYZ has information on saves.

V. SKILL POINTS

Each adventurer gains additional skill points equal to their new experience level. These skill points can be assigned to any skill of the player's choosing, though no skill can have more than 10 skill points total. See page XYZ for details on skills.

VI. VALOR & WISDOM

Over time, as characters are triumphant in battle and gain life knowledge, so to will they gain more valor and wisdom. Starting at level 2, and again at each even-numbered level, characters gain +1D additional valor and +1D wisdom. See page XYZ about valor and wisdom.

VII. COMBAT ACTIONS

As characters progress in experience levels, they become faster and more adept in battle. At levels 1 & 5, each adventurer may perform +1 additional half-round action during tactical time. See page XYZ for information about combat actions.

VIII. TALENTS

Archetypes gain new talents at certain levels (depending on the player-character's archetype, and talent type). Refer to page XYZ for details about archetypes; and page XYZ for details about talent.

IX. MAGIC (OPTIONAL)

Characters with a Magic score of 1 or greater will grow more powerful over time. Such magic wielders may use magic of higher orders and gain additional mana or psi (of a type they already have 1 or more points of) automatically. See the table above for details on magic advancements.

MAGIC ADVANCEMENT

Level	Magic Order Allowed	Mana/Psi
0	0 th Order	-
1	1 st Order	-
2	2 nd Order	-
3	3 rd Order	-
4	4 th Order	-
5	5 th Order	+1D MP/PSI

CHARACTER ACTIONS

Below is an extensive list of common actions that player-characters and non-player characters alike can undertake during adventures.

SWIMMING

Characters in chest-deep liquid (or deeper) must perform a swim ability test at the start of each round. For every encumbrance counter they have (see page XYZ), they take a -1 penalty to this test. If successful, the character remains afloat and may move through the aquatic terrain for the remainder of the round. However, if they fail the test, their head immediately slips underwater and they begin to sink at a rate of 1 space per round (+1 space for every encumbrance counter they have—unless the majority of the equipment they carry is buoyant).

UNDERWATER SWIMMING

While submerged underwater, characters cannot breath (unless their species is naturally amphibious or aquatic), and must hold their breath (see page XYZ for details of breath holding).

Underwater Visibility. Clear waters allow characters to see through the liquid the same as normal brightness—up to a distance in spaces equal to quadruple the character’s Perception score. Murky waters (of which most natural flowing waters are considered to be), however, are far less translucent and have the same visibility as twilight.

FLOWING WATER

Rivers, tributaries, and runnels are watercourses with flowing water. Such waters move buoyant objects (that are unanchored) at a speed of 1 or more spaces per round (depending on the water). Floating characters are always moved at the end of their turn.

LONG-TERM SWIMMING

For every number of minutes a character swims equal to twice their current stamina points, they lose -1 stamina point. If the character has no

stamina points remaining, they immediately fail all swim tests and sink underwater (until they can regain a stamina point).

WATER COMBAT

When a part or all of a character’s body is submerged in water, the submerged parts are considered to have light cover (with water providing 1 natural protection for every water space in-between the attacker and defender). Additionally, underwater and above-water characters have light concealment to each other.

JUMPING

Often times characters may need to jump over perilous pits or away from danger. To jump, adventurers must perform a jump ability test.

Characters may jump horizontally a distance equal to one-half their jump test result (rounded down, minimum 1 space). Characters may jump vertically up to half their height, in spaces.

Long Jump. 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) they jump.

AS AN EXAMPLE,

A character with a jump result of 6 could jump 3 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 6 spaces, instead.

LISTENING FOR NOISE

Intrepid characters wishing to know who (or what) lays wait nearby may attempt to listen for distant sounds. To listen, adventurers must perform a listen ability test. Characters are considered able to hear sounds of “talking volume” (50 decibels) up to a number of spaces away equal to their listen ability test result multiplied by 5.

AS AN EXAMPLE,

A character using their Perception 4 to listen could hear an NPC speaking up to 20 spaces away.

Comprehending Voices. Individual words can be understood up to a number of spaces away equal to the listening character’s ability test score.

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

SEARCH OBJECT/CLUE SIZE

Size	Area/Volume	Search Bonus/Penalty
Minuscule	< $\frac{1}{4}$ space	-8
Diminutive	$\frac{1}{4}$ space	-4
Tiny	$\frac{1}{2}$ space	-2
Small	1 space	-1
Medium	2 spaces	-
Large	3 spaces	+1
Huge	4 spaces	+2
Gargantuan	5 spaces	+4
Colossal	6 spaces	+8

SEARCHING AN AREA

Investigating characters may search for hidden doors, treasure, traps, or clues, in any space they occupy (or any adjacent space). Searching is done at a speed of 1 minute per space searched. When searching, characters must move slow (at half their normal speed); otherwise the character automatically suffers disadvantage when searching.

Search Bonuses & Penalties

Several factors can affect a character's ability to search a given area:

- ◆ **Cover & Concealment.** Items & objects obscured by cover (or concealment) can make spotting them difficult. See page XYZ for details about cover & concealment.
- ◆ **Object Size.** The size of an object, character, or clue being searched for may affect the target number of a character's search (see the table above).
- ◆ **Terrain Surface.** The type of terrain the character is searching in can affect how well they spot things. When searching, the current terrain's hindrance modifier is applied to the character's search ability test (see page XYZ for terrain modifiers). If the character is tracking, however, the terrain's beneficial modifier is applied, instead. Normal terrain has no effect on a character's ability to search nor track (its modifier is ignored).

Tracking

Characters may employ the ancient art of tracking to find and follow sign of passage (such as footprints) left by creatures. Tracking is performed the same as a normal search, but over longer distances and periods of time.

Following Sign. Once an initial sign of a creature's presence has been spotted, the tracking character only needs to perform an additional search ability test if the relative difficulty of the tracks change (e.g. the terrain type changes, or bad weather degrades the footprints), and/or after a number of minutes—equal to the character's tracking test result—have elapsed.

SEARCHING FOR A SIGN

Characters cannot track through liquid or aerial terrain.

Aging Sign. As time passes, footprints erode, flattened vegetation regrows, and broken twigs heal. For every day that passes, the TN needed to successfully track a character increases by +1.

Number Of Quarry. If a character is tracking more than one creature (such as a band of orcs), the tracker gains +1 to their track ability test for each additional character (or transport). However, if the party successfully sneaks (or counter-tracks) while moving (see group ability tests on page XYZ), this rule does not apply.

High Traffic Areas. If a creature is being tracked through an area of high traffic (e.g. many footprints from other characters, transports, etc.) the tracker has a -1 to their track ability test for every additional character or transport that has passed in the area within one day of the target's travel.

Searching For Hidden Characters

The difficulty of noticing a character who is hiding (or sneaking) depends on the effectiveness of the character's stealth. The target number of spotting a hidden character is equal to their hide (or sneak) test result. See page XYZ for details on stealth.

AS AN EXAMPLE,

A character is looking for another PC who is attempting to hide. The hiding character performed a hide ability test with a result of 8. The other character's Perception test result must meet or exceed 8 in order for the character to be spotted.

THROWING & CATCHING

Throwing

Characters wishing to throw objects a distance must make a throwing ability test. The distance the object is thrown, in spaces, is equal to twice their throwing test result.

AS AN EXAMPLE,

A character with a throwing test result of 5 could throw an object up to 10 spaces away.

Heavy Throwing. However, the character suffers a -1 penalty when performing this test for each encumbrance counter (see page XYZ) they have from the weight they carry (including the object itself).

Off-Balance Objects. Objects weighing more than one-half of the character's Strength score, or are exceptionally off-balance in weight, can only be thrown two-handed.

Trajectory Speed. For rules purposes, characters are assumed to throw objects at a speed (in spaces per half-round) equal to their throw test result, multiplied by 20.

AS AN EXAMPLE,

A character throws a stone with a throw result of 8. The stone would be traveling at a speed of 160 spaces per half-turn (up to its range).

Take-Down Throws. See page XYZ for rules about throwing enemy characters to the ground.

HITTING TARGETS

The character may attempt to throw an object (such as a grappling hook) at tiny targets smaller than 1 space in size (e.g. a post, door knob, or tree branch). To do so, the character must concentrate as a half-round action before making the throw. In doing so, the PC gains proficiency to the throw test, but the distance thrown is one-half of the normal range.

Ranged Attacks. When using thrown weaponry to hit small target, an aimed attack should be performed, instead of the above formula.

LONG RANGE THROWS

The character may attempt to throw certain objects especially far, at the expense of accuracy. When wielding the loose end of a chained (or tethered) object—or a javelin-like object with a length between one-half to the full height of the thrower—the character may spend a full-round action winding up and releasing the object. Their throwing ability test is performed with ineptitude, but the total distance thrown is doubled.

Thrown Weaponry. When throwing ranged weapons that are designed to be thrown (such as throwing stars), including improvised weapons (see page XYZ), the listed range for the weapon should be used, instead of the above formulas.

Catching

Characters may attempt to catch incoming objects or objects that travel through spaces adjacent to them. The catcher must perform a catch ability test to determine if they're successful at grabbing the object or not. The target number needed to catch is equal to either the thrower's test result or 10% of the speed (rounded down) of the object (in spaces per half-round).

AS AN EXAMPLE,

A character climbing a rock face loses their grip and falls. Another character attempts to catch them. The falling character is plummeting at a speed of 150 spaces per half-turn. The catching character has a TN of 15 to catch their ally ($150 \times 10\% = 15$).

Coordinated Throw. If the incoming object is being thrown by an ally, the throwing character is assumed to be assisting the catcher (refer to page XYZ for details about assisted ability tests).

❶ CATCHING AMMUNITION

Ammunition from ranged attacks (e.g. arrows or quarrels) can only be caught through a counter-weapon maneuver. See page XYZ for unarmed combat maneuvers.

CONCENTRATING

Certain special actions require the character to maintain a continuous, known as **Concentrating**. Characters can only concentrate on one topic (or target) at a time. Once concentrating, however, the character can continue to do so for as long as they want—but will be required to succeed at a willpower save to continue concentrating if one or more certain situations occur:

- ◆ **Receive Damage.** If the character suffers 1 or more points of damage, they must perform their willpower save with a number of -1 penalties equal to the damage suffered.
- ◆ **Perform Moderate Tasks.** If the character performs any actions that are greater than light activities (e.g. anything more than walking or using equipment—including attacking, guarding, etc.) they must perform their willpower save each turn they are engaged in such activities.
- ◆ **Expend Stamina.** Any perk, talent, or other ability that requires spending 1 or more points of stamina require the character to perform their willpower save with a number of -1 pen-

ties equal to the stamina lost while concentrating.

Losing Focus. If the character fails their willpower save, they immediately stop concentrating.

➊ Distracting Environment

At the Host's discretion, other special situations—such as a loud noise, or strong gust of wind knocking the character over—can also cause the character to save versus losing concentration.

DIGGING

After an avalanche, subterranean cave-in, or other similar event, the party may need to dig dirt, rock, snow, or rubble.

Digging With Shovels. Characters employing digging tools, such as a spade or shovel, can dig 1 volume of soil per hour. If the character is digging only with their hands, multiply the time it takes by 3 (unless the character has a natural ability to burrow).

AS AN EXAMPLE,

A character without a shovel attempting to dig out of a cave-in would take 3 hours to move 1 volume of soil.

Soil Types. When digging through different types of natural terrain, the time needed to move soil can take significantly longer than normal if the soil is compacted, rocky, or otherwise difficult. To determine the additional time needed, multiply the dig time by the terrain type's beneficial modifier, as detailed on page XYZ.

AS AN EXAMPLE,

A character with a shovel wants to dig a 1 volume hole in ice. Since ice is arduous, the time required to dig the hole would be 3 hours ($1 \times 3 = 3$).

HOLDING BREATH

Adventurers may be forced to hold their breath for prolonged periods of time. A character can hold their breath for a number of minutes equal to their current stamina points. However, the amount of exertion the character performs can further reduce this time.

Exertion

Characters take on suffocation counters (detailed on page XYZ) for every round they're not breathing. The number of counters they suffer depends on the level of their exertion at the time.

RESTING

The adventurer suffers 1 suffocation counter for every round they're not breathing, but are at rest (not exerting themselves).

LIGHT ACTIVITIES

During light activities (such as walking or using equipment) the character suffers 2 suffocation counters per round, instead.

MODERATE ACTIVITIES

During moderate activities (such as climbing or swimming) the character suffers 3 suffocation counters per round, instead.

STRENUOUS ACTIVITIES

During strenuous activities (such as combat or running) the character suffers 4 suffocation counters per round, instead.

Suffocation

For details on what happens when a character suffocates, see page XYZ.

Breathing Air

For rules purposes, a character at rest is assumed to breath $\frac{1}{2}$ volume of air per day (24 hours). If the character is engaged in light activities, they will breath 1 volume, instead. Moderate activities demand 2 volumes of air per day, while strenuous activities require 3 volumes each day.

STEALTH

Characters can attempt to hide, sneak, use sleight of hand, or perform other similar stealthy actions. However, they risk their actions being spotted (or uncovered).

Covert Actions. When the furtive character attempts their covert deeds, compare their ability test result with that of every character within LOS of them.

AS AN EXAMPLE,

A character attempts to sneak past a guard. The adventurer's sneak test result comes out to be 7, which is compared to the sentinel's Perception of 8. Since the sneak result didn't meet (or beat) the sentinel's Perception score, they're immediately spotted.

Spotting Stealth. If the stealth test result is below an observing character's Perception score (or appropriate skill, if any), that character immediately spots the furtive character.

However, if the stealth test result exceeds the observing character's Perception score—or the observer is not “paying attention” to the scene, the covert actions will instead automatically go unnoticed.

Sneak

Characters may attempt to move silently from a space with concealment and/or cover to any other location with the same conditions. To continue sneaking in this way, characters must perform a sneak ability test once per round.

Losing Sneak. If a character ends their turn in a space with no cover or concealment, and the space has line of sight to one or more other characters, the furtive character immediately loses their sneak status (to the observing characters only).

Similarly, if the character performs an attack while sneaking, they immediately lose their sneak status to all characters that their attack targets (whether or not damage is inflicted) and to any characters within listening range (if the attack made noise equal to or above talking volume).

Regaining Sneak. To regain their sneak status, the character must be in a space with cover and/or concealment from characters (who spotted them).

CLIMBING

Characters may attempt a climb ability test to scale cliffs, walls, ropes, or other steep surfaces. However, climbing is affected by three factors:

- ◆ **Encumbrance.** For each encumbrance counter the character may have, they suffer -1 to their climb test. See page XYZ.
- ◆ **Surface.** Cliffs and other vertical surfaces may consist of materials or terrain that prove troublesome to climb on (e.g. an ice wall, crumbling rock, or tangled underbrush). Terrain incurs its hindrance penalty (divided by 2, rounded down) to all attempts to climb through it. See page XYZ for the hindrance scores for each type of terrain.
- ◆ **Steepness.** The angle of the slope can make climbing more (or less) difficult. See below on page XYZ for details.

If the adventurer successfully climbs, they may move up, down, or across (including across a ceiling with hand-holds) on the surface for that round. On a failure, however, the adventurer loses their grip (or footing) and falls (see page XYZ for options, or page XYZ for rules detailing falling).

Steepness

The angle or slope of the wall being climbed can affect the overall difficulty of ascending it.

SLOPES

Characters climbing slopes less than 90° in angle have advantage to their climb tests. Slopes less than 50° (or with 5 or less contour lines per six-space interval) are considered too shallow to be cliffs, and therefore do not require a character to climb when moving across them.

OVERHANDS

When climbing on a cliff or wall that is hanging outward (with an angle greater than 90°), the character must perform their climb tests with disadvantage.

CEILINGS

Because ceilings offer little support for climbing across, all climb ability tests performed while on them have disadvantage, and the climbing character is considered to be hanging (see page XYZ for hanging rules).

BRACES

If the character can brace themselves against two opposite walls while climbing (or climb the corner of two perpendicular walls) they may perform their climb test with advantage.

ROPES

Because of the natural flexibility and movement of rope, and the inability to effectively use legs when climbing, characters using rope when ascending are also considered to be hanging (see page XYZ), unless they spend a full-round action wrapping the rope around one or more of their feet to form a temporary step. It takes another half-round action to uncoil the rope before continuing to climb.

Assisted Climbing. However, if a rope is used in conjunction with a wall or cliff, the rope may instead assist the character when climbing (see page XYZ for details on assisted ability tests). In such a case, the character is considered to be climbing the surface (rather than just the rope).

Falling

A character falling from a cliff or wall may attempt to immediately catch themselves. To do so, the falling character must immediately perform a reflex save to determine if they react fast enough and grab hold of the surface once more. The TN of the save is equal to the difficulty of climbing the wall.

CATCHING A CHARACTER

A nearby character may catch a falling adventurer by immediately performing a reflex save. If suc-

cessful, the character catches the plummeting adventurer, but must immediately make a new climb ability test (if applicable). If failed, they both drop the character they just caught and also fall from the cliff face (but may also attempt to catch themselves or be caught by another character).

Careening Descent. If the catching character fails their reflex save, the falling character instead continues to fall with no chance of being caught again. Similarly, the catching character has no chance of saving their ally from falling if the falling adventurer weighs more in total weight (including armor, weapons, and other equipment) than the catcher can normally lift.

HANGING

Adventurers 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.

Hang Time. A hanging character can hold on to a support for a number of minutes equal to their current stamina points before being forced to release their grip and fall. A character's hang time is reduced by -1 minute (minimum 0) for each encumbrance counter they have (due to the weight they carry). See encumbrance on page XYZ.

AS AN 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.

RUNNING

Characters may expend 1 stamina point to double the number of SPD they have (during tactical time), until end of round.

Long Range Running. Characters running over long distances (500 or more spaces), or during other time intervals (vigilance, routine, or prolonged) gain up to half their SPD in additional speed points, instead.

A character may only perform this action once per time interval.

CHAPTER V: COMBAT

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

When the party meets or comes upon another character (or party of characters), it is known as an **Encounter**. Before any interactions can take place (or possible combat begin), it must first be determined which character sensed the presence of the other, and therefore acts first—known as **Initiative**.

Who Checks Initiative. The character closest to a newly-encountered NPC must immediately determine their initiative by making an initiative test (see below). If two or more characters are equidistant to an encountered NPC, the players may choose which of the closest characters makes this test, instead.

Performing An Initiative Test. A character's initiative test is a special ability test based off their Perception score.

AS AN EXAMPLE,

A character opens a door only to find an orc standing on the other side of it. The PC has 6 Perception (and thus an initiative score of 6). The player makes a roll and gets a result of -1, giving the character an initiative total of 5 (6 - 1 = 5).

The GH will elect the NPC closest to the PC to perform an initiative test, as well. This process is repeated by the Host for either each NPC party (based off allegiance) or each NPC creature type (based off species)—depending on the Host's discretion.

Automatic Initiative. At the GH's judgment, he or she may determine that initiative is automatically granted to a particular character, due to special situational circumstances.

AS AN EXAMPLE,

An adventuring party walking down a dark hallway with a bright torch or chem light would automatically lose initiative and become surprised by enemies hiding in the dark, due to the light giving away their approach.

❖ COMBAT TIMELINE

1. **Initiative Test.** Determine starting side.
2. **Declare Actions.** Players declare the party's actions (in any order) as a group.
3. **Morale Test.** NPCs in danger make a morale test.
4. **Resolve Actions.** A character performs their declared actions.
 - A) Invalid movements or actions are re-chosen and resolved.
5. **Finish Turn.** After completing their actions, the controlling player chooses the next character to act (surprised characters are skipped the first round). Repeat steps 4 & 5 until all characters have gone.
6. **Bonus Actions.** Starting at level 1, characters may perform extra actions after all characters have completed their normal turn. Repeat steps 4 & 5 until all characters have completed any bonus actions they may have.
7. **Finish Round.** The round finishes and a new one begins (begin again at step 2 until combat ends).

Determining Initiative Winner. Depending on each party's test result, the following will occur:

1. **First To Act.** The character with the highest initiative test result wins initiative. That character will act first. If two or more test results are a tie, the character that rolled the highest number on their standard roll moves first, instead. If there is still a tie, the PC acts first, otherwise the Game Host decides.
2. **Surprise.** All other characters who performed an initiative test compare their test result to that of the winner. If their initiative is -5 (or more) points below the score of the winner, they suffer 1 surprise counter (see page XYZ).

COMBAT ROUNDS

During every round of combat, each party takes their turn (unless surprised), starting with the side of the character who won initiative.

1. DECLARE ACTIONS

However, before any characters can begin their first turn, the players must formulate a strategy and declare any actions that the characters are about to undertake. Players may discuss amongst the group about what the best course of actions are for the party to perform—given their present situation.

VALID DECLARATIONS

The Game Host must decide beforehand what constitutes a valid declaration. Some GHs 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, talents, or other abilities. Other Game Hosts, however, may only require a vague description with a general intention of what the PCs are wishing to accomplish.

Informing The Host. Once the players have decided what their characters and any retainers will do for the round, they should inform the caller of their intentions; who will relay the plans to the Game Host.

AS AN EXAMPLE,

The caller may declare “Guld Novastar the renegade will move forward three spaces and attack the xer-gling with his laser rifle. Gaeriel Tull the cleric will begin conjuring the ‘heal minor wounds’ spell.”

GAME HOST’S ACTIONS

The requirement of declaring actions does not apply to the Game Host, and should *not* be performed by the GH during an NPC party's turn; but should be performed when the Game Host is playing as a hireling or mercenary NPC who is a member of the adventuring party.

- ◆ **Extreme Danger.** The NPC is put into a position of grave danger or extreme hardship (determined by the Host).
- ◆ **Half Life.** The NPC has lost half or more of their health points.
- ◆ **Half Party.** Half or more of the NPC's party members are dead, helpless, or retreating.
- ◆ **Dangerous Conditions.** The NPC receives a condition that has 1 or more hindering effects and no helpful effects.
- ◆ **Imminent Doom.** Death and/or massive destruction is inevitable if they stay the course (e.g. the star or naval ship they currently reside in has had half or more of its hull's integrity points damaged or lost—see the *Intermediate Rulebook* for explanation).

If one or more of the situations occur, then a morale test will be made once per round (after the party's actions have been declared but before they begin).

Testing Morale. A morale test is a special type of willpower save performed on behalf of the NPC who is having their morale placed under duress. This score may (or may not) be further modified depending on certain circumstances concerning their morale (see loyalty on page XYZ).

PC & NPC DIFFERENCES

While NPCs of any type (allies, enemies, neutral parties, etc.) may be forced to perform a morale test, player-characters never make such tests because their actions are decided by the controlling player.

Fear & Disloyalty. If an NPC fails their morale test, they will no longer be loyal to their employer or the party. In the heat of battle, the NPC gains 1 panic counter (see page XYZ) for every point they failed their test by. Outside of battle, the NPC may become openly hostile (even to the point of attacking their employer), escape in the night, or sabotage the party or expedition (the details of which are decided by the GH).

AS AN EXAMPLE,

A non-player character is attacked, causing them to suffer 6 damage out of their 10 HP. The NPC performs a morale test to determine if they retreat. The character fails their test by 2 points, causing them to suffer 2 panic counters.

2. MORALE TESTS

During the chaos of battle, the courage of an NPC may be tested. If strong-willed, stalwart, or audacious, the NPC can continue to stand their ground to press the fight and endure further hardships. However, if they become timid, irresolute, or fearful, their nerves will fray; and they might attempt to retreat or grow hostile towards their employer. This test of courage and gallantry is known as a **Morale Test**.

Causes For Concern. NPCs perform morale tests when one or more of the following situations are present:

Leadership Tests

Player-characters may attempt to use their natural leadership to calm and reaffirm a non-player character whose failed their morale—known as a **Leadership Test**. However, leadership tests can only be performed on NPCs that have one or more of the following relationships with the PC:

- ◆ **Employee.** The NPC is a retainer hired by the player-character.
- ◆ **Familiar.** The NPC is a non-humanoid creature (e.g. beast) that is trained and handled by the player-character.
- ◆ **Family.** The NPC is a blood-relative to the player-character, or a brother-in-arms by adventuring together and gaining at least 10,000 XP alongside the PC.

Performing A Leadership Test. The character with authority must perform either a valor or wisdom ability test (depending on the NPC's preferences). Each NPC responds better to either acts of valor or words of wisdom. Which ability the NPC prefers determines which score to use when performing a leadership test.

AS AN EXAMPLE,

An NPC failed their morale test after sustaining massive damage. Their employer, a PC within the party, makes a leadership test in an effort to bolster the NPC's courage. The NPC respects acts of valor, so the PC performs a valor test as their leadership test.

If the NPC's preferences of valor or wisdom are not known, perform the test with the ability that the NPC has a higher score in (between valor or wisdom). If there is a tie, perform the test with the ability that the PC has a higher score in, instead. If there is still a tie, the player may choose.

Successful Leadership. If the character is successful at their leadership test, the NPC's panic condition becomes a fear condition, instead. Outside of combat, the NPC's morale is bolstered, preventing them from choosing to escape, become hostile toward the party, or sabotage the expedition.

AS AN EXAMPLE,

An NPC makes a morale test to determine if they will flee in panic. They fail their test, they would normally take 1 panic counter. However, the NPC's employer immediately performs a leadership test and succeeds, the NPC's panic is reduced to fear, instead.

LOYALTY ACTIONS

Actions Of Leader	Loyalty Points
FIDELITY	
Gains 1 virtue share with the NPC	+1 FD
Assists NPC in their life goals	+2 FD
Shares same alignment as NPC	+3 FD
DEFLECTION	
Gains 1 vice opposed by NPC	+1 DF
Hinders NPC in their life goals	+2 DF
Has a different alignment as NPC	+3 DF

The effects of a successful leadership test last a number of minutes equal to the number of points the character's result exceeded the target number (minimum 1).

LOYALTY

Loyalty Points (LY) are a representation of how loyal an NPC is to an adventurer. A loyal NPC is willing to endure great hardships, risk their life, and remain obedient the character. A disloyal character, on the other hand, will often show little concern for the PC's mission, and be unwilling to endure trials or mistreatment on behalf of the quest.

Gaining & Losing Loyalty. Loyalty points can be gained and lost throughout an adventure, and are based off the actions and words of the character who hired, handled, or gained experienced with the NPC. A normal character begins with 0 LY, but may gain (or lose) points throughout the game.

LY come in two forms: positive LY, known as **Fidelity (FD)**, and negative LY, known as **Defection (DF)**. An NPC can never have both fidelity and defection at the same time. If an NPC has collected LY of one type but then receives a LY of the opposing type, the two points cancel out—resulting in the loss of both. Additionally, an NPC can never have more than 10 LY of either type per employer.

Using Loyalty Points. LY is used as a modifier to any of the PC's leadership test that targets the NPC.

AS AN EXAMPLE,

An NPC has 2 fidelity points towards their employer. The employer performs a leadership test with a score of 7. The player rolls a +1, which is combined with the NPC's loyalty points for a total of 10 ($7 + 1 + 2 = 10$).

❶ LOYAL ACTIONS

The table on page XYZ is a list of actions that can occur that will cause the NPC to gain (or lose) either fidelity or defection towards their employer (or handler).

3. RESOLVE ACTIONS

On the player's turn, their characters must attempt to perform the actions declared during the "declare actions" step (see page XYZ).

If a declared action becomes invalid or impossible to perform (such as moving to a location that became occupied before the character could move there), the player may choose a new valid target for their character or the character may perform a new action of their choice.

AS AN 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 the line of sight to the enemy. Because the target is no longer valid, Novastar may select a new target to attack or choose a new action, instead.

TURN ORDERS

After the chosen character has acted, the controlling player will choose which character will act next (amongst the pool of eligible characters). This process will continue until all characters have had a turn for that round.

End Of Round. After all characters have completed their turns, the last character decides which character will begin at the start of the next round, beginning the process anew.

COMBAT ACTIONS

During combat, the speed of the in-game time is lowered to a slow motion, known as tactical time (see page XYZ for details on tactical time). Tactical time allows for individual actions and maneuvers to be focused on and deliberated over by the players; and to help prevent any important movements from being overlooked.

ACTION TYPES

Tactical time is resolved in a series of rounds where each round represents 6 seconds of in-game time. During combat, characters can perform one of four types of actions:

FULL-ROUND ACTIONS

As the name implies, this type is an action that takes a character's entire turn to complete. Examples of a full-round action would be lighting a torch or casting certain spells.

Characters may never perform a half-round action then begin a full-round action on the same

round. A full-round action, as the name implies, requires the character to dedicate an entire round to complete that action.

ROUND-TURN ACTIONS

An action that takes half the time as a full-round action. Characters can perform two half-round actions in a single turn.

An example of a half-round action would be to perform one attack or move a number of spaces equal to the character's speed.

FREE ACTIONS

An action that takes place so quickly it does not take any in-game time to complete. Characters can perform any number of free actions during a round, including during other character's turns. Examples of free actions would be to yell a command or drop an item.

SPECIAL ACTIONS

Some actions take place over longer periods of time, such as two or more rounds. These actions should be divided into a series of half-round or full-round actions while in combat.

IMPROVISED ACTIONS

If a character wishes to perform an action not listed, the GH 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-round action. If the action can complete in 4-6 seconds, it should be considered a full-round action.

Actions longer than 6 seconds are considered special and will be divided into multiple half-round actions, full-round actions, minutes, segments, or longer.

COMMON COMBAT ACTIONS

Action
FREE ACTIONS
Drop Item / Weapon
End Spell / Psionic
Lay Prone
Speak
HALF-ROUND ACTIONS
Aim
Attack
Defend (Guard)
Delay Action
Draw / Holster Weapon
Move
Pick Up Item
Stand From Prone Position
FULL-ROUND ACTIONS
Light Torch / Chem Light
Use a Starship System
SPECIAL ACTIONS
Don / Doff Armor
Perform Ability Tests
Use Magic

ORDER OF ACTIONS

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.

AS AN EXAMPLE,

A character may choose to move and attack (both half-round actions) on the same turn. The adventurer may decide to move a few spaces, attack, then finish their movement action.

EXTRA ACTIONS

Over time, characters naturally become faster by gaining the ability to perform more than the standard number of actions.

AS AN EXAMPLE,

A level 8 character can perform three “half-round” actions each round.

ATTACK TIMELINE

1. **Line Of Sight.** Verify that the attacker has LOS to the target.
2. **Cover & Concealment.** Determine if the target has any cover and/or concealment from the attacker.
3. **High Ground.** Calculate the height/elevation difference between the attacker and the target (if any).
4. **Distance Away.** Count the number of spaces away the attacker is from the target (ranged & magic attacks only).
5. **Press The Attack.** Attack the target.

These extra actions are performed each round; not each turn. As stated on page XYZ, a character can only perform at most two half-round actions, or one full-round action, per turn.

Instead, the extra actions of a character “overflow” into a new turn near the end of the round.

Characters can only perform these new turns after all characters have completed their normal turns.

Deciding the order of the character’s extra turns follow the same rules of turn order as a normal turn; chosen amongst the characters with extra actions that have yet to be resolved.

Slow Start

Characters with the slow condition can only begin their turn after all other characters (without the slow condition) have completed their turn—but before any extra turns begin. See page XYZ for details about slow.

DELAYED ACTIONS

Characters may choose to Delay one action until any time later in the round. To do so, the character must first spend a half-round action delaying their next action.

Concentration. While delaying, a character must be concentrating on their next action. If the character’s concentration is broken, they lose their ability to perform their delayed action for that round. See page XYZ for details on concentration.

Performing A Delayed Action. A delayed action can be performed at any time later in the round (including interrupting another character’s turn).

When doing so, the current character’s turn is suspended while the delaying character’s turn continues. Once the delaying character’s action is complete, their turn ends and the suspended turn of the other character continues.

Declarations & Delayed Actions. Players may choose to use a delayed action as a means to “react” to one single action of another character or situation.

AS AN EXAMPLE,

A character delays pushing a “self destruct” button on their starship to first wait and see if the enemy alien boarding party succeeds at capturing the bridge.

In such a case, the character’s actions may change depending on the outcome of a situation (even after the “declare actions” step is complete). However, the player must declare what one thing their character is reacting to, and all possible counteractions the character will perform based on the different possible outcomes.

For defense-based reactions, see guarding on page XYZ.

AIMED ATTACKS

When an adventurer wishes to steady their aim in hopes of making a precise attack, they may make their attack Aimed.

Readyng To Aim. An aimed attack is also a delayed action (see page XYZ) and is subject to the same rules as any other delayed action (e.g. spending a half-round action concentrating prior to execution).

Making An Aimed Attack. An aimed attack allows the aiming character the increased chance of targeting and hitting a specific region on their target’s body or anatomy. After the attack roll is made but before combat damage is assigned, the player may roll 1D and consult the body region table on page XYZ. This table is used to determine where on their opponent’s body that their attack hit.

The attacker may spend any number of exult points (see page XYZ) they gained from their aimed attack to add +1 to or subtract -1 from the body region roll result (player’s choice).

AS AN EXAMPLE,

A character spends a half-round action to aiming their musket at an enemy, then fires. The attacker gains +2 attack from the attack roll, giving the player 2 exult points until end of round.

The player then rolls 1D 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 their exult points to add or subtract up to 2 points from the body region roll.

FEINT ATTACKS

The adventurer may purposefully choreograph their movements in a false manner then quickly change their actions in a split second to perform another attack; in an attempt to deceive the defender and catch them off balance.

As a half-round action, a character may perform a deception ability test against a target number equal to the defender’s willpower score. If the character is successful, the defender’s defense is reduced by the amount of points they lost the test by (up to a maximum points lost equal to the defender’s dexterity).

GUARDING

When an adventurer wishes to protect themselves and ready against a possible incoming attack, they may Guard against an attack that targets them.

Readyng To Guard. A guard action is also a delayed action (see page XYZ) and is subject to the same rules as any other delayed action (e.g. spending a half-round action concentrating prior to execution).

Declarations & Guarding. The defender only needs to declare they are guarding, but does not need to specify which specific guard maneuver (see below) that they will use until after an attack targets them but before the attack roll is made.

Performing A Guard Action. When guarding, the player must choose one of three possible guard maneuvers for each attack that targets their character:

Dodge

The act of jumping away from the line of attack. However, before a defender can dodge, they must first move to an adjacent empty space. If the defender cannot move to an adjacent space, they cannot dodge.

When dodging, the defender performs a reflex save versus the attacker’s attack number. If the defender’s test result is equal to or greater than the score, they are successful at dodging the incoming attack, negating all damage. If they fail, they receive the attack as normal.

A defender may dodge up to a number of attacks per round equal to their reflex ability.

Block

The act of barring an attack with a shield. However, before a defender can block an attack, they must have a shield ready and equipped. If the defender does not have a shield equipped, they cannot block an attack.

When blocking, the defender performs a reflex save versus the attacker's attack number. If the defender's test result is equal to or greater than the score, they are successful at blocking the incoming attack, negating all damage. If they fail, they receive the attack as normal.

A defender may block up to a number of attacks per round equal to the shield's protection score.

Parry

The act of intercepting an attack and redirecting it. However, before a defender can parry an attack, they must first have a melee weapon equipped or be able to perform an unarmed counter-weapon attack (see page XYZ). Ranged weapons cannot be used to parry an attack. If the defender does not have a melee weapon equipped and cannot perform an unarmed counter-weapon attack, they cannot parry an attack.

When parrying, the defender's melee weapon gains the deflect ability (see page XYZ) for as long as they are guarding. If the defender is unarmed, they may perform a counter-weapon maneuver as a free action, instead.

A defender may parry a number of attacks per round equal to the melee weapon's destruction score, or, if unarmed, their counter-weapon attack score.

MELEE ATTACKS

Any character with a melee weapon may perform a melee attack. For unarmed attacks see page XYZ. Melee attacks must target characters adjacent to the attacker (unless their weapon has reach, see page XYZ).

Making A Melee Attack. To perform a melee attack, the attacker makes a standard roll then adds or subtracts the result to their melee attack score. That number is compared to the defender's defense score. For every 1 point the attack is over the defender's defense, 1 point of damage is inflicted.

AS AN EXAMPLE,

An attacker with a melee attack of 8 rolls a -1, resulting in a 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 a character's attack may change depending on the dice roll made during the attack (see below).

Making a Ranged Attack: 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.

However, if the target is within range, the modifier from the dice roll is then added to the character's ranged attack score. That number is compared to the defender's defense score. For every 1 point the attack is over the defender's defense, 1 point of damage is dealt.

AS AN EXAMPLE,

An attacker is using a weapon with a range of 5 which is increased to 8 because of a +3 attack roll. The defender is within range of the weapon—meaning she has been successfully attacked. The attacker has a ranged attack of 7, resulting in a 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

Characters without weapons can perform an unarmed attack (note that certain "unarmed weapons", such as brass knuckles, can still be used during unarmed attacks).

When performing an unarmed attack, the attacker uses their dexterity primary ability score as their attack number (instead of their strength or perception).

AS AN EXAMPLE,

A character with a dexterity 4 would have an attack score of 4 when attacking unarmed.

Attack Forms

There are five **Forms** an unarmed attacker can perform: strike, kick, clich, grapple, and counter-weapon.

Every time an unarmed attacker wishes to make an unarmed attack, they must first declare which specific form they will use (during the "declare actions" step). Each form is different, offering certain bonuses over the others (see below).

STRIKE

The character uses their fists, elbows, arms and upper body to crush damage to their opponent. Any unarmed attack using a part of the character's body from their waist or higher is considered a strike (including special attacks such as head butts).

KICK

The character uses their feet, legs and knees to inflict powerful hits against their opponent. Any at-

tack using a part of the character's body below their waist is considered a kick.

CLINCH

The character uses standing grabs, clinches and positioning to throw their opponent off balance, apply to a pressure point or put the opponent into a joint lock, choke, take-down or throw.

How It Works. Every character can be in one of three possible clinch positions:

1. Maneuvered
2. Trapped
3. Locked, Choked, Taken-Down or Thrown

However, all characters start in a "free standing" position. A successful trap attack deals no damage. Instead, the attacker may choose to either move their opponent down one trap position (e.g. from maneuvered to clinched) or move themselves up one position (player's choice).

Maneuvered. The character slides in close to the defender, placing themselves into a tactically advantageous position. The attacker may only do this if they are already adjacent to the defender at the time of the attack; and must remain so to be considered maneuvered against their opponent.

While maneuvered against, the defender may choose to ignore the attacker. However, if the defender performs any action other than performing a guard action or attacking the maneuvering character, the attack may perform one free attack during the defender's turn (as if it were a delayed action). This free attack may only be performed once per round.

An attacker can only be maneuvered against one other character at a time. If they maneuver against a new character, they lose the position against the first defender.

Trapped. The attacker grabs hold of the defender, clenching tightly. While trapped, the defender cannot perform any actions other than unarmed attacks, melee attacks (with disadvantage) or a guard action. Additionally, both characters are considered entangled with each other; but only the attacker can choose to willingly release their entanglement.

Locked. The attacker places one of the defender's joints into a painful lock; allowing the attacker to twist or reverse it, causing damage and inflicting pain.

While locked, the defender must succeed at a willpower save or drop any item they are holding. Additionally, the locked defender is considered entangled and paralyzed. Any additional clinch attacks that the attacker succeeds at inflicts damage the same as a normal unarmed attack.

However, once per round, the defender may perform a clinch attack of their own (but with disadvantage). If successful, they may move their clinch position up one slot and break free from the at-

tacker's lock. If failed, they suffer -1 to their clinch attacks for each failed attempt or until they are released.

Choked. The attacker restricts the defender's ability to breath. While choked, the defender suffers from the suffocation condition (see page XYZ). Additionally, the defender is considered entangled and paralyzed. Any additional clinch attacks that the attacker succeeds at inflicts damage the same as a normal unarmed attack.

The defender may attempt to break free from the attacker's choke once per round by performing a clinch attack of their own (but with disadvantage). If successful, they may move their clinch position up one slot and break free from the attacker's choke. If failed, they suffer -1 to their clinch attacks for each failed attempt or until they are released.

Taken-Down. The defender immediately falls prone. While taken-down, the defender is considered entangled with the attacker, and may have grappling attacks performed against them.

Thrown. The attacker grabs hold of the defender and martially throws them away from themselves (or onto the ground in a forceful impact).

When thrown to a distance, the attacker's clinch attack gains a number of knockback counters equal to the number of points that their attack was over the defender's defense.

If slammed into the ground, the defender suffers damage from the attacker's clinch attack as if it were a normal unarmed attack, plus damage from falling the distance of the attacker's height. The defender may make a reflex save: if successful, they suffer half damage, instead.

GRAPPLE

The character uses grabs, maneuvers and clinches while wrestling with their enemy on the ground. Similar to clinching, grappling is any form of wrestling that takes place on the ground with one or both characters prone.

How It Works. Every character can be in one of three possible grapple positions:

1. Taken-Down
2. Bound
3. Locked, Choked or Pinned

However, all characters start in a "free standing" position.

COUNTER-WEAPON

Unarmed characters may attempt to disarm or disrupt the weapon of another character by performing a counter-weapon maneuver. A counter-weapon technique may be performed either offensively, or defensively.

Offensively. The character may perform a normal unarmed attack. If the attack would deal 1 or more points of damage, they may cause the defender to drop their weapon (or shield), instead.

Defensively. When guarding a character may attempt to parry an incoming attack that targets them. See page XYZ for details about parry.

NONLETHAL DAMAGE

A weapon may be used to bear down or subdue, rather than kill, an enemy. If a character chooses to inflict Nonlethal Damage, they must first declare to the GH 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.

★ EXULT POINTS

Exult Points (EX) are special points characters can use to “buy” bonuses during combat. Exult points can be spent on weapon, armor and item abilities as well as certain perks & talents.

AS AN EXAMPLE,

A character with 2 exult points wielding a sniper rifle may use the weapon ability that reads “★★★: double damage” (this means 2 EX may be spent to inflict double damage for that attack).

For every +1 rolled on an attack roll, that attack gains 1 exult point until end of round. Only +1's from attack rolls provide exult points (negative modifiers from attack rolls do not give an attacker exult points).

AS AN EXAMPLE,

A character makes an attack and the player rolls +2. The PC receives 2 exult points until end of turn. On their next attack, the player rolls -1. The character would receive no exult points.

Character bonuses such as skill points, perks, saves, etc. do not provide exult points—unless specifically listed as doing so; only positive rolls from attacks provide exult points.

AS AN EXAMPLE,

A character with a sword that has +2 destruction would not automatically receive exult points because of the bonus.

Unused exult points disappear at the end of the round. Similarly, any ability gained from the use of exult points only lasts until the end of the round (unless stated otherwise).

TARGETING BODY REGIONS

At the GH's discretion, characters' attacks may strike a particular spot or region on an enemy's body. Before combat damage is assigned, the attacker may roll 1D and consult the table below.

BODY REGION

Roll ID	Body Region	Damage Modifier
1	Left Leg / Foot	1 x Damage
2	Right Leg / Foot	1 x Damage
3	Left Arm / Hand	½ x Damage
4	Torso	1 x Damage
5	Right Arm / Hand	½ x Damage
6	Head	2 x Damage

Depending on the location hit, the amount of damage inflicted may be doubled, reduced by one-half or remain the same (see the table above). Adventurers who perform an aimed attack have the option to spend exult points (see page XYZ) from their attacks to add to or subtract from this roll.

ATTACKING FROM HIGH GROUND

Attacking from a physically higher position can provide a bonus to attackers in combat.

If a character is standing on ground that is 1 or more spaces higher than that of another character, they gain advantage to all attacks and ability tests that target the lower character. Inversely, the lower character has disadvantage when performing attacks and ability tests that target the higher character.

Extended Range. Additionally, ranged attacks may be fired or thrown farther than normal, when on high ground. Ranged attacks gain +1 range for every 1 space it can fall vertically below the elevation of the attacker, up to a maximum number of spaces equal to double the weapons' listed range.

Height Limit. Attackers cannot perform melee or unarmed attacks targeting defenders who stand on ground 1 space higher (or lower) than their natural reach (unless their weapon has the reach ability, see page XYZ).

DUAL-WIELDING TWO WEAPONS

Characters can use two weapons if each weapon is one-handed and both hands are empty. If either weapon is two-handed, the weapon cannot be used with another weapon.

When using two weapons, an adventurer may make an additional attack once per round with their secondary, off-hand weapon, but with disadvantage.

AS AN EXAMPLE,

A PC wielding a laser pistol and a light machine gun may choose to attack with the weapon in their dominant hand. If they choose to make a second attack with their off-hand weapon, they may do so once per round. This attack has disadvantage.

This rule also applies to thrown weapons in each hand (e.g. shurikens).

If the character's dominant and off-hands are not known, the player may decide the order. Once chosen, this choice cannot be changed later.

COMBAT ABILITIES

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

BLAST

The projectile or cartridge from this weapon smashes through anything it hits (dealing damage) and continues moving until it reaches the end of its range. Each time it passes through an object, its range is immediately reduced by a number equal to the protection number of the armor or object it hit.

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 round then immediately made 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. Unless stated otherwise, this ability can only be used once per round.

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 SPD is reduced by half (unless the entangling bonds are anchored to an immobile object, their SPD is reduced to 0, instead). The defender has disadvantage when attacking, and attacks are made with advantage when targeting the defender. Once per minute the defender may make a Reflex Save: If successful, they may remove 1 entangle counter.

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 1D explosive damage and suffer knock-back 2.

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 round.

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 Willpower Save: If failed, they suffer 1 unconscious counter.

PIERCE

The armor Protection 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 2D rounds. Each round the defender is skewered, they suffer 1 bleed counter. The skewered defender may spend a full-round action removing the weapon or projectile from their body but immediately suffers pierce damage equal to twice the weapon's damage num-

ber (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 Protection (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.