

Open Adventure

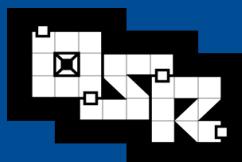
FANTASY & SCIENCE FICTION ADVENTURE GAME



BASIC RULEBOOK

READ THIS BOOK FIRST!

For any number of players ages 10 and up!



KYLE MECKLEM

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Open Adventure

FANTASY & SCIENCE FICTION ADVENTURE GAME



Cortright-14

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Forward

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

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

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

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

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

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

Kyle Mecklem
29 October 2014

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 and heroines venture to unexplored frontiers in search of fame, fortune and conquest. Characters gain experience by overcoming perils, defeating enemies and acquiring lost treasures. As characters gain experience they grow in both power and talent.

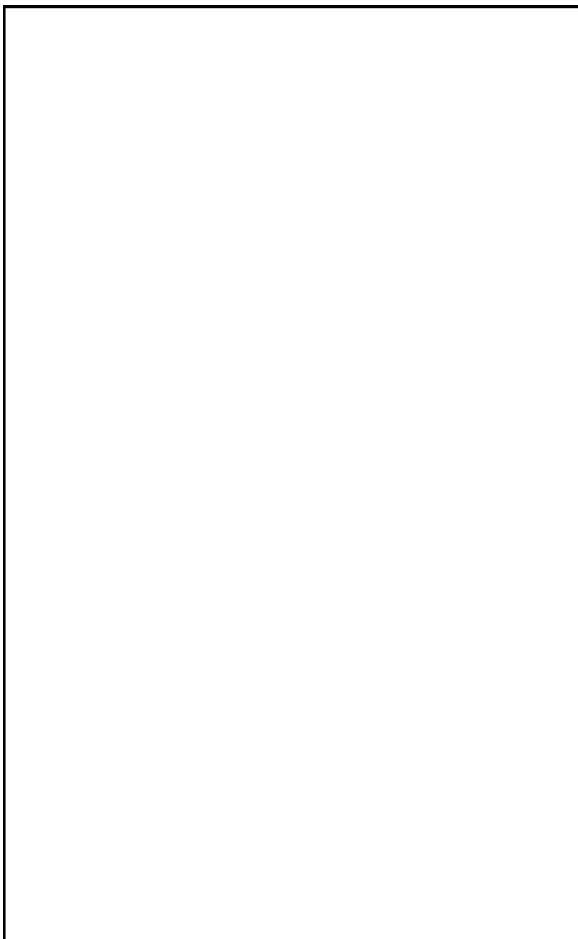
Open Adventure (OA) is best played with 2 or more people, though the game can be played solo with a few modifications to the base rules. This game is most enjoyable when played by a group of 2 to 9 people, though in theory any number of players may participate. Unlike other games, this game does not use a board or actual playing pieces. All that's needed to play are these rules, a couple of six-sided dice, pencil and paper, graph paper and a creative imagination. The game is more exciting if figurines, a game mat and/or dioramas are used, but the game can be played without such visual aids.

If you wish to learn how to play *Open Adventure* or similar role-playing games, begin by reading this chapter of the booklet. You are not required to memorize all the rules of this game—that would take far too long. 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, explore uncharted frontiers of an imaginary world, uncover lost treasure and have your character battle dangerous enemies.

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 provides more rules for things such as character skills & talents, traveling overland or through space, starship

combat, enduring the elements of the wilderness, constructing your own stronghold, ruling your own dominion and more!

The second rulebook in the series is the **INTERMEDIATE RULEBOOK** that expands player-character abilities, introduces talents, traveling great distances, additional character creation options and much more.

The third rulebook in the series is the **EXPERT RULEBOOK** that provides rules pertaining to wilderness survival, food & equipment, tech levels and much more.

The fourth rulebook in the series is the **MASTER RULEBOOK** that provides rules for high level or powerful characters that wish to build their own stronghold, rule over their own domain, engage in mass combat and much more.

All the rulebooks in the series form together to create one complete system, known as **BIEM**, for playing a fantasy or science fiction adventure game. The entire rule-set can be read in one volume known as the **COMPLETE RULEBOOK**.

OA was designed to be modular, allowing 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, technology and more.

HOW TO USE THIS BOOK

This rulebook has been divided into six sections.

CHAPTER ONE: Introduction, explains generalized information and defines many terms used throughout the game. These and other terms are collected in the **Glossary** which can be found on page XYZ.

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

CHAPTER THREE: Equipment & Services, lists necessary equipment, weaponry & armor and hired help your character may need before partaking on a high adventure—whether it be deep inside a dungeon or high above the stratosphere.

CHAPTER FOUR: The Adventure, is filled with useful information for setting out on a grand expedition for all players.

CHAPTER FIVE: Magic, lists supernatural spells and psionic abilities along with a description and pertinent information related to each magic type.

CHAPTER SIX: Combat, deals with running into various monsters or aliens which lead to battle.

The rules may seem confusing at first, and there may appear to be a lot of them. The rules were designed to fit together, and understanding the concepts is more important than remembering every detail listed in the book.

GOLDEN RULES

Although the material in this book is referred to as rules, in reality they are more of guidelines than rules. If, after playing the game for a while, you and the game's referee (referred to as a **Game 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.

However there are a few **Golden Rules** that should be understood and followed above all other rules detailed in this book:

1. If two rules directly or indirectly conflict, the more specific rule 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 say in all rules deliberations.
5. The rules in this book are simply a framework, not scripture. Any part of the rules can be changed or neglected by the game host.

BASIC SETUP & GAME PLAY

READ THIS SECTION CAREFULLY! The terms used here will be used throughout the rest of this game booklet. The terms can also be found in the glossary on page XYZ.

GAME SETUP

When a group of people gather together to play a game of OA, 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) 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 playing time depends on the wishes and schedules of the players and GH. Several related adventures played over a series of game sessions are known as an **Expedition**.

It's the host's responsibility to setup and prepare the setting and scenario for each adventure before actual game play begins. Whether the setting is one of an underground dungeon, space ship, mountain wilder-

ness or alien planet, the area should be carefully mapped on paper (typically graph paper), a game mat, or represented by props acting as a diorama. An adventure, including the surrounding area in which the action and fun take place, may be designed by the game host or pre-created by someone else such as a friend.

The GH must spend more time creating and preparing the adventure before play than the other players. The game host must also have an intimate understanding of the rules of OA. Because of this, it is 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 actual game play begins. Following the instructions in **CHAPTER 2: PLAYER CHARACTER CREATION**, players choose the strengths and weaknesses of their imaginary character.

SETUP & PREPARATION

When a group gathers together to play OA, everyone should remember to bring with them any supplies or equipment they need such as pencils, dice, paper (both normal and graph) and, if available, character record sheets (character record sheets can be found at the back of this booklet). It is recommended to bring refreshments for yourself and others as games of this nature can last for hours.

Typically a large table is used for the players to sit and gather around. The game host sits on one end of the table with the GHR, adventure maps and all other 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.

During the adventure, players with characters that have attained level 1 or higher should be able to refer to this rulebook whenever they wish. Players who are playing for the first time, or who have a character that has not yet reached level 1, are instead encouraged to read this first chapter, and then discover *Open Adventure* through interaction and exploration; not through the rules of the game. Players should *never* be allowed to read the rules from the game 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.

PLAYER ROLES & RESPONSIBILITIES

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 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 is 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 the caller 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 (GH) may choose to talk directly to the players during chaotic or confusing parts of the adventure, like combat. Some games may go without a caller, such as when playing with a small number of players, but it is encouraged to have a caller to cultivate camaraderie amongst the party.

The Quartermaster: One player should be chosen to keep a written record of any equipment, money or treasure that is shared amongst the party.

However, individual items that are used only by one character should be tallied and monitored by the player whose character owns the items. Any party or group loot should be noted on a separate piece of paper by the **Quartermaster**. The quartermaster should make sure to keep a detailed record of the amount of each item, the condition or status of the item, the perceived worth or appraisal of any treasure and where each piece of equipment is being stored. When the GH has created and setup the adventure and the players have created their characters, the game is ready to begin.

GAME PLAY

At the beginning of the game player-characters enter into the scene.

FOR EXAMPLE, *a scene could begin in a dungeon on a far away moon or near a small hamlet. As the adventure unfolds; players eventually meet host-characters (NPCs) which they may talk to, avoid or fight.*

Enemies are any animal, person, monster or supernatural creature that is unfriendly towards the party; and often wants to fight the characters. An enemy may be anything from a ferocious dragon or alien mutant to an angry merchant. For game purposes any character that's not a player-character (PC) is an NPC. Any NPC that is unfriendly or hostile towards a player-character is an enemy.

When PCs meet up with or run into NPCs it is referred to as an **Encounter**. During a typical adventure player-characters may discover treasure, avoid dangers such as traps and encounter enemies. Often the player-characters (PCs) resort to fighting enemies. Such fights are called **Combat**.

Throughout an adventure PCs try to advance their skills by gaining experience. Adventurers gain experience by earning **Experience Points (XP)** given to them by the GM based off the treasure they find and the number of enemies they defeat in combat. Experience points gained from one adventure are retained throughout future adventures. Eventually when a PC has earned enough XP they will advance in **Level**. There are a total of 10 levels a PC can attain in *Open Adventure*.

A level is a general term meaning an amount of experience points attained by a PC through various adventures. *All player-characters begin their first adventure at level 0*. Enemies have levels as well. An enemy's level indicates how ferocious and difficult they are to battle in combat.

HOW TO USE THE DICE

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

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

If no number is used after the letter "d" (or "D"), the number of sides are assumed to be 6. If a plus ("+") or minus ("−") symbol, followed by a number, are present, then you add or subtract the number from the overall total.

FOR EXAMPLE, "1D+3" would mean roll a six-sided die and add three to the result.

In *Open Adventure* any action that has a possibility of failure that carries with it significant consequence, such as a PC attempting a daring jump across a wide crevasse, can be resolved by rolling two six-sided dice of different colors (preferably one die being white and the other black). The white die represents positive numbers.

The black die represents negative numbers. When a character's ability must be tested both dice are rolled at the same time—but a player only needs to pay attention to the die that rolled the lowest number.

- If the lowest number rolled was on the white die, add the number to whichever ability is being tested.

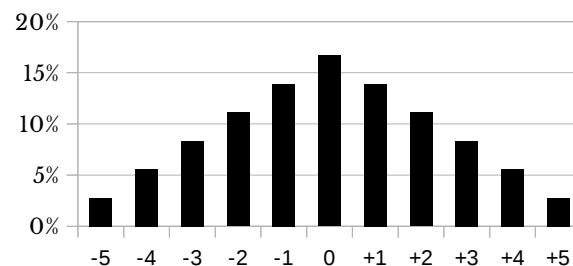
STANDARD DICE ROLL RESULTS

	□	□	□	□	□	□
□	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

- If the lowest number rolled was on the black die, subtract the number from whichever ability is being tested.
- If the two dice rolls are the same, then there is no lowest number and the skill tested is unmodified.

FOR EXAMPLE, a roll of 5 on the white die and a 2 on the black die would mean a result of -2 to a skill test. A roll of 1 on the white die and 1 on the black die would mean a result of +0 to a skill test. A roll of 1 on the white die and 3 on the black die would mean a result of +1 to a skill test.

Possible outcomes range from -5 to +5, with a statistical bias towards a roll of 0. This form of dice rolling is known as a **Standard Roll** (or simply "roll" for short) throughout *Open Adventure*. For an example of how dice rolls are used during game combat, see page XYZ.



ADVANTAGE & DISADVANTAGE

Certain special in-game situations may cause a character to have **Advantage** or **Disadvantage**. When a character is performing a standard roll and that roll has advantage or disadvantage, the standard roll will be modified. If a character has advantage, two white dice are rolled, instead of a white and black die. If a character has disadvantage, the opposite is true in that two black dice are rolled, instead of a white and black die. All other rules concerning standard rolls still apply.

Advantages and disadvantages are never cumulative. A character can never have more than one advantage or disadvantage at one time for the same roll. If cir-

cumstances ever grant a character to have both advantage *and* disadvantage simultaneously for the same roll, the two effects cancel and the character loses both.

DICE ALTERNATIVES

One D6: If only one six-sided die is available, roll the die twice and consider the first roll as the white die and the second roll as the black die.

Playing Cards: If only a standard deck of playing cards are available, separate six suited cards ranging from ace through six.

Separate another six suited cards (preferably of a different color) also ace through six. Shuffle the two sets of suits separately then draw the top card from each pile. Treat the number on the cards from the first suit as the white die roll. Treat the numbers on the cards of the second suit as the black die roll. Shuffle the cards into their original piles before reusing them in this manner.

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.

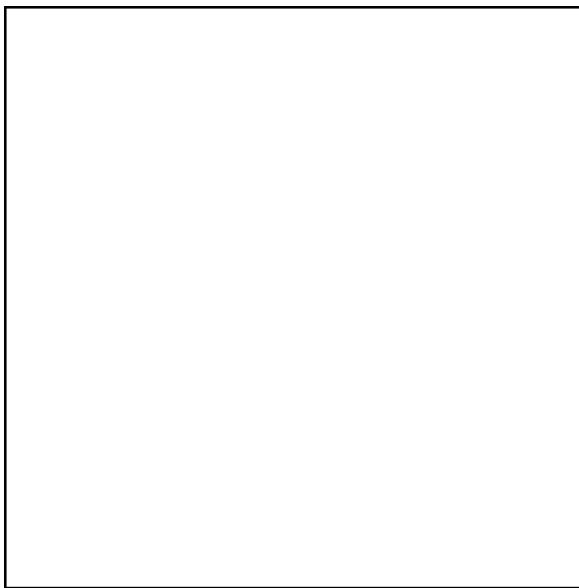
As an alternative Standard Roll, players may roll five Fudge™ dice. Count the number of "+" and "-" pairs that are rolled. Discard all pairs and any "0" rolled. The number of "+" or "-" remaining (if any) represents the total number rolled for the Standard Roll.

Ten-Sided Die: Players may roll one ten-sided die (if available) as an alternative Standard Roll. Add the number rolled (e.g. "0", "1", "2" and so on) to the ability being tested. Note that in certain circumstances (such as when determining starting money for player-characters) the 1d10 roll must have "5" subtracted from it (e.g. "1d10-5") before the result can be used.

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 reveal zero, one, two, three, four or five fingers each.

Subtract the lowest number of fingers revealed from the highest number of fingers revealed. This is the rolled number. If the rolled number is not zero, the players make note of whether the current and previous numbers revealed were both even or odd numbers.

If both were odd or even, the current rolled number is a positive number.



If the current and previous numbers were even and odd, the currently rolled number is a negative number.

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

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* campaign 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.

Chapter II: Player-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 and control at least two player-characters, instead.

CREATING A PLAYER-CHARACTER

1. On a blank sheet of paper write down the titles of the player-character's seven primary abilities: **Strength**, **Intelligence**, **Perception**, **Dexterity**, **Vitality**, **Charisma** and **Magic**. If an OA Character Record Sheet (CRS) is being used, the seven titles will already be printed on the record sheet. A CRS template is available on page XYZ for reference.
2. Read the first section of this chapter concerning **Primary Abilities** (on page 8), **Secondary Abilities** (on page 9) and **Independent Abilities** (on page 16) to familiarize yourself with the terms and player-character mechanics of the game.
3. Roll 2D three times and choose one of the rolls to determine the **Species** (page 20) 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. As a young adult, the PC must attempt to enter one **Trade** (see page 31). 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. As an adult, the PC embraces a life path, known as an **Archetype**. Choose one archetype (starting on page 36) for the PC and write down any bonuses, penalties and talents the PC receives.
6. Choose a name, personality, background and moral alignment (on page 45) 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 with 5 additional primary ability points. 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 scores for all of the PC's primary and secondary abilities, and any other details. Record any XP bonuses or penalties from them having exceptionally high or low primary ability numbers.
9. Set aside a section of the paper for **Experience Points (XP)**. Starting characters begin with "0" XP. Next, make a note of the amount of XP needed to advance to 1st level (100 XP).
10. Consult page 53 to determine how much starting currency the PC begins with. Starting weapons, armor and adventure equipment (starting on page 56) can be purchased with the PC's currency—within the limits of his or her money amount. Write down what the character purchased on the back of the paper. Deduct any money spent buying equipment.
11. Determine the character's **Attack (ATK)** 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 marked "attack".
12. Find the character's **Defense (DEF)** score by adding their dexterity ability to their armor's **Protection** rating. Write the new number in a section marked "defense".

Players should consult with the game host concerning any problems or questions regarding character creation. A character creation example can be found on page 51.

CHARACTER ABILITY COMPARISONS

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

PRIMARY ABILITIES

Primary Abilities represent different attributes of a PC. There are seven primary abilities: **Strength**, **Perception**, **Intelligence**, **Dexterity**, **Charisma**, **Vitality** 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 points divided amongst six or seven primary abilities. During character creation, no primary ability may 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 or psionic origin are disallowed during an 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 16).
- **Weight Carried:** The amount of equipment characters can carry on their person is determined by their strength. Characters can carry weight up to their strength multiplied by 10, push or pull weight up to their strength multiplied by 20, and lift weight up to their strength multiplied by 40 (see page 75).

PERCEPTION (PER)

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

- **Initiative:** Characters’ combat initiative score is equal to their perception (see page XYZ).
- **Ranged Combat:** Characters’ ranged attack score is equal to their perception plus their ranged weapon’s destruction score (see page 16).

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 13).
- **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 10).

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 16).
- **Reflex Save:** Characters’ reflex save score is equal to their dexterity (see page 14).
- **Unarmed Combat:** Characters begin with an unarmed combat score equal to their dexterity (see page 16).

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 other characters.

- **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 15).
- **Willpower Save:** Characters' willpower save score is equal to their charisma (see page 14).

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.

- **Health:** Characters' begin with a health score equal to their vitality (see page 9).
- **Stamina:** Characters' begin with a stamina score equal to their vitality (which represents their vigor and endurance—see page 9).
- **Fortitude Save:** Characters' fortitude save score is equal to their vitality (see page 14).

MAGIC (MAG)

Magic represents the innate ability for a character to harness unseen but potent supernatural powers. In a medieval fantasy expedition magic wielders tap into an arcane realm of occult possibility known as spells. For science fiction expeditions, characters with psionic powers draw energy from a mysterious "paraforce". Magic is particularly important for arcanists and disciples, but are crucial for any character who wishes to harness magical powers.

- **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 an extension of primary abilities. Secondary abilities represent specific sub-characteristics of PCs and NPCs. Each secondary ability is based off the score of one primary ability. 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 assigned to it, it would be 1 point higher than the primary trait it's based off.

SECONDARY ABILITIES

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

There are 15 secondary abilities every PC and NPC possesses: health, stamina, skills, languages, fortitude, reflex, willpower, valor, wisdom, initiative, melee attack, ranged attack, unarmed attack, defense and a character's mana/psi total.

♥ 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 has succumbed to their wounds and immediately 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.

FOR 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.

FOR 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 choose 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 is assumed they will work on the task until it is 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: To perform an ability test, the player makes a standard roll (see page 4) after describing the character’s actions to the GH (see above). 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.

FOR EXAMPLE, the character wishes to arm wrestle an opponent. The GH determines the character should per-

form 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 consequences of their failure.

Difficulties

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

FOR 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.

Variable Target Numbers: The target number of an ability test can be changed by the GH to any number from 1 through 20. The default TN is 10, with the maximum difficulty being 20.

The GH may change the TN of an ability test when circumstances within the adventure or immediate situation for the character 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 (at the GH’s discretion).

Skills

The character may be considered proficient, adept or experienced in performing certain tasks. The degree by which their proficiency is measured is determined by the number of **Skill Points** assigned to the action.

Skill Points: 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 one specific task or action the character can perform.

FOR 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”.

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

FOR 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).

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 skill points).

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 11), however no individual skill can ever have more than 10 skill points assigned to it.

Skilled/Unskilled: If the character has 1 or more positive skill points assigned to an action, that specific action is referred to as a **Skill**. In addition, the character is considered "skilled" in that action. If the character has 0 skill points, or negative skill points, assigned to an action type, they are considered "unskilled" in that task.

Characters skilled in a task gain advantage to their ability test, in addition to the skill point modifiers, when attempting the particular action. Likewise, characters unskilled in an action gain disadvantage to their ability test, when attempting the action.

FOR EXAMPLE, the character has a -1 skill point to swimming. Whenever the player performs an ability test for their character's swimming, they must do so with disadvantage and a -1 modifier.

Action Types

The character can perform a nearly unlimited number of actions (depending on the specific scenario presented by the host). Because of the multitude of choices, players must imagine, create or choose their own action types to be used with skill points.

Action types can be any action that would be beneficial to the character during their adventure. A valid type of action consists of a single verb (although one to three descriptive words are permitted).

FOR 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. If the host does not approve of an action chosen by a player, that player must choose a more acceptable action type.

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.

FOR 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 "]").

FOR EXAMPLE, the action "starship pilot" could be divided into subcategories based off the species that designed the starships, such as "starship pilot [insectoid]" or "starship pilot [zultoss]".

Combat Actions: Actions directly related to combat are discussed later in this book, starting in **CHAPTER 6: COMBAT**. Combat actions are considered separate from that of other action types. Therefore, skill points cannot be assigned to actions concerning attacking, defense, combat maneuvers and so on.

Trained Abilities

Whenever the character attempts an ability test, they are either considered "trained" or "untrained" in the action type. A character is only considered trained in an action if the type of action they're attempting to perform falls within the responsibilities of their profession (see professions on page 32).

FOR EXAMPLE, a priest attempting to read a holy scroll would be considered "trained" in such activities due to their religious background.

Trained/Untrained: Characters trained in the action they're attempting to perform gain advantage when the player makes the related ability test. Inversely, characters untrained in the action they're attempting to perform gain disadvantage.

Training & Skills: The effect of the character being either "trained" or "untrained" and "skilled" or "unskilled" (see page 10 for details on skills) plays a unique role on the character's chances for success or failure during an ability test. The character's training and skills are not mutually-exclusive. Therefore, the advantage or disadvantage gained from their training or skills can be negated if they are not proficient in both methods. There are four possibilities a character can face when attempting an ability test (see the table below).

TRAINING & SKILLS

Training	Skilled	Unskilled
Trained	Advantage	-
Untrained	-	Disadvantage

Characters performing an action that they are both “trained” and “skilled” in gain advantage to their ability test. However, if the character is either “untrained” or “unskilled” in the action, the two effects negate one another (as per the normal rules of advantage & disadvantage), making the PC perform their ability test as normal. If the character is both “untrained” and “unskilled”, they must perform the ability test with disadvantage.

Because of this effect, it is prudent the character attempt actions that they are at least trained or skilled in (lest their risk of failure is increased).

Assisted Abilities

When performing an action, the character may use assistance to increase their odds of being successful. Assistance comes from two possible origins: allies and/or equipment.

Assistance from Allies: Often times it's reasonable for multiple characters to assist one another by performing the same ability test simultaneously in hopes of solving a common task.

FOR EXAMPLE, *two warriors try pushing a large stone aside that blocks an entrance to an underground catacomb. In this example two characters are better than one.*

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

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 ability test. If the majority of the 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”.

How Ally Assistance Works: If the character’s task is considered “assisted”, they gain advantage when performing their ability test.

If they’re “hindered”, they have disadvantage to their task. 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 undertaking a task. In order for a character’s action to be assisted by equipment, however, the action must be able to be performed without the equipment. 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.

How Equipment Assistance Works: When performing an ability test with equipment that assists the character during their task, 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).

FOR 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 with rope and pitons. Because the character is using two pieces of equipment, they may make two re-rolls for their ability test, if the result is not desirable.*

Learned Abilities

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

FOR 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 an ability that requires prior learning will result in an automatic failure; unless the ability is either considered trained (see page 11) or the character has 1 or more positive skill points assigned to that ability.

Repeatable Abilities

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

Instead, the host can decide that the circumstances that led one character to fail will make all other characters fail as well. However, some abilities are repeatable; while others are not. Actions that are not repeatable cannot be attempted a second time until circumstances change or until the GH’s discretion.

Repeatable ability tests can be performed as many times as the host allows (by more than one character, if possible).

Secret Ability Tests

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

Party Ability Tests

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

FOR EXAMPLE, *a party of six characters are attempting to sneak past a sleeping guard. The entire party moves together simultaneously, but the individual characters must perform ability tests.*

A party ability test is performed in the same manner as a normal ability test, with a few exceptions. Each character attempts to perform the same action, but undergoes their own individual ability test.

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.

FOR 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 is assumed the entire party sneaked past the guard.

LANGUAGES

Languages are the ability for the character to read, write, speak, listen or 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 Points (LP): Languages are considered a “learned” ability (see page 12), meaning a character must first either be trained in the language (see page 11 for details on trained abilities) or have 1 or more special skill points—known as language points—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. The character begins with a number of LP to allocate amongst languages equal to their intelligence.

Language Tests: When the character attempts to understand a language, the player must make an ability test (as described starting on page 10). Any LP the character has to a language is treated the same as normal skill points.

FOR 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.

Language Origins

Languages are derived from three possible sources: racial, regional or fraternal. However, there is one large, predominating language often shared between all species, regions and fraternities known as “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.

LANGUAGES

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	Ornithoin
11	Pegasus	Species 4782
12	Gargoyle	Cosmic Cloud

Every species has their own language; entitled with the same name as their species’ name.

FOR EXAMPLE, the elven 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, or even “cants” (see below), are only spoken and used within a geographical region. The size and prominence of the region can differ greatly; being as small as an enclave or as large as a kingdom or even an entire plane of existence (as in the case of the infernal and celestial languages).

Fraternal Languages: Some orders, guilds and secret societies speak their own clandestine language—known as a “cant”—amongst their membership.

Cants

A Cant is a secretive language taught to, and shared amongst, the membership of an order, fellowship, guild or secret society. Cants are almost always a closely guarded secretive means of covert communication, and often take the form of secret passwords, hand shakes, jargon, symbols and gestures.

Nature of Languages

Default Languages: The character begins with a number of LP equal to their intelligence score. The player may choose to place the character’s LP in one or more languages of their choice (pending the GH’s approval). Alternatively, the player may randomly choose one or more common languages by rolling 2D and consulting the table on page 13.

Naturally 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. For every year a character lives amongst a new language, they gain +1 language point that for 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 forget the language naturally at a rate of -1 LP per year away. Characters lose knowledge of cant at the same rate, due to the ever-changing nature of the passwords, secret gestures and jargons.

Using Languages: For rules purposes, it is 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 cant, 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 per minute spoken, read or written for every point of deficiency (for cant, 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, if using a cant).

SAVES

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

Fortitude (FORT): Fortitude saves represent the character's immune system, hardiness and physical resilience. A strong fortitude allows the character to resist poisons, diseases and other ailments. The character begins with a fortitude score equal to their vitality.

Reflex (REF): Reflex represents the character's responsiveness, reflexes and knee-jerk reactions and 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 a magic spell/psionic, attack, ability or effect, the player must make a special ability test (as described starting on page 10), known as a **Save**, and

add or subtract any modifiers associated with the type of save they are attempting (fortitude, reflex or willpower). Note that not all magic, abilities, talents, etc. allow for a save to be made. If a save is possible, it will be stated within the rules of the special ability being used or explained by the host when the need arises.

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 situation). An unsuccessful save means the character takes full damage or suffers the entire effect. Details of the consequences of success or failure of a save will be explained by the host when the need arises.

Note: Saving against certain magic requires a character's save test to equal to exceed the magic caster's magic score. See page XYZ for details on saving against magic.

Damage Resistance

In special situations the character may have exceedingly strong or exceptionally weak resistances against certain damage types (see damage types on page 84).

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

- **Vulnerable:** Each time the character suffers damage from a type they are vulnerable towards, they suffer double damage, instead.
- **Weak:** Each time the character suffers damage from a type they are weak towards, they must perform a save test (see page 85 to determine which save test). If they fail, they suffer double damage, instead.
- **Normal:** The default stance most characters have towards the majority of damage types. No additional damage is suffered or negated from a normal damage resistance.
- **Strong:** Each time the character suffers damage from a type they are strong against, they may perform a save test (see page 85 to determine which save test). If they succeed, they suffer half damage, instead.
- **Immune:** The character is immune from the damage and effects of a type of damage.

Each damage type requires a certain type of save test (fortitude, reflex or willpower) to be performed by the saving character.

FOR EXAMPLE, an adventurer gets stabbed with a sword (which the GH considers as inflicting both kinetic and pierce damage). If the defending character was "strong" against kinetic damage, they would perform a save test. If successful, they would suffer half-damage from the attack.

See page 85 for a list of what saves are performed for various damage types.

Multiple Resistances: If damage of *more* than one type targets the character who *also* has various resistances towards two or more of the damage types, the player determines the character's overall resistance by performing the following steps:

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

When counting in this manner, always alternate between immunities and vulnerabilities before counting weaknesses and strengths.

FOR EXAMPLE, the character suffers damage from an attack that inflicts both kinetic and elemental damage. The PC has a damage resistance of "strong" versus kinetic damage but "vulnerable" against elemental damage.

Starting with the resistance of "normal", the player increases their overall damage to "strong" (for the kinetic damage), then lowers their resistance by two slots (for the elemental damage) for a total resistance of "weak". If the character fails their save test, they take double damage against the attack.

Note: Some items or equipment may grant its bearer temporary resistances to certain damage types. See a list of equipment on page 53.

REACTIONS

When NPCs first encounter or interact with the character, their initial reaction, opinions and actions towards the character are formulated by a **Reaction Test**.

At the GH's discretion, a newly-encountered NPC may make a reaction test. A reaction test is an ability test (as described on page 10) based off the NPC's charisma score; except it considers several unique factors, from both the NPC as well as the character that the NPC first encounters, into consideration:

- **NPC's Charisma:** Every time an NPC performs a reaction test, they base the test off their charisma score.
- **Alignment:** As discussed in detail starting on page 17, alignment is an ability that all characters have; denoting their moral or ethical standings. If the NPC has an opposed alignment to that of

the character, the NPC is more likely to react negatively towards the PC. Inversely, if the NPC has the same alignment as that of the character, they are more likely to act in favor of the character.

- **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 character with a high valor score is judged by their peers through their actions, rather than their judgments.
- **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 character with a high wisdom score is judged by their peers through their wise sayings, teachings and precepts, rather than their deeds.

When an NPC makes a reaction test, the character's valor or wisdom score will act as a modifier towards the NPC's reaction test. Creatures that value feats of strength and victories in battle will use the character's valor score in their test. Creatures who respect prudence and austerity will use the character's wisdom score, instead. For every point the character's valor/wisdom is above 5, the NPC gains +1 to their reaction test. For every point the character's valor/wisdom is below 5, the NPC gains a -1 to their reaction test. A valor/wisdom score of exactly 5 provides no such bonuses or penalties.

If the NPC passes the reaction test, they will generally act positively, or even friendly, towards the character. However, if the NPC fails their reaction test, they may behave unfriendly or even openly hostile towards them.

FOR EXAMPLE, the character encounters an orc in a misty forest. The orc sees the PC and immediately performs a reaction test.

To begin, the GH takes the orc's charisma of 5 and considers the character's valor score of 7 (because orcs value and respect great warriors, they consider the PC's valor over his wisdom).

The character's valor is 2 points over the default score of 5, so the GH adds a +2 to the orc's reaction test. Since the character's alignment is neutral, it is not considered for this test. The game host makes a standard roll and gets a 0, bringing the orc's reaction test result to 7 ($5 + 2 + 0 = 7$), resulting in a failure. The orc bellows out a battle cry, grabs his serrated sword and charges towards the PC.

INITIATIVE

Immediately after the adventuring party encounters

one or more potentially hostile NPCs (enemies), but before combat, each allegiance has a chance to gain the **Initiative** (to be the first to act). To determine which party gains the initiative, all parties involved must make an **Initiative Test**, which is an ability test (as described on page 10) based off the character's perception ability. See **CHAPTER 6: COMBAT** for details about initiative and combat.

ATTACK & DEFENSE

When the character finds him 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 6: COMBAT**.

Attack

Attack is a representation of how well a PC can fight and deal damage to enemies when in combat. There are three types of attack:

- Melee attacks (with melee weapons)
- Ranged attacks (with ranged weapons including thrown weapons)
- Unarmed attacks

Melee Attacks

A **Melee Attack** is a combined measure 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 **Ranged Attack** is a combined measure of a character's hand-eye coordination and precision in hitting weak points of a target, as well as the accuracy and lethality of the ranged weapon they're using.

Unarmed Attacks

An **Unarmed Attack** is any form of kicks, strikes, trapping, grapple or counter-weapon maneuver that is performed unarmed. Characters with a high dexterity are skilled unarmed fighters because of their flexibility and speed at winning fights.

Note: Some special weapons (such as brass knuckles), are known as "unarmed weapons", and may be used while performing unarmed attacks.

Attack Damage

Every weapon used in combat has a **Destruction** (or **Destroy**) number. To determine the attack number for the character, add their strength or perception (when making a melee or ranged attack, respectively) and the weapon's destroy score. When added together, the sum of these two scores represent the character's attack value.

FOR EXAMPLE, a character with a perception of 6 who is attacking with an assault rifle with 3 destroy would

have an attack of 9 ($6 + 3 = 9$).

Some weapons have a destroy 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 destruction would be subtracted from the strength or perception of the PC, instead.

When performing an unarmed attack, the same process is used as described above except no weapon destroy is added (unless the attacker is using a special "unarmed weapon"), and the attacker uses their dexterity ability rather than their strength or perception.

Regardless of the attack type, the process is the same:

1. Find the character's strength, perception or dexterity 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

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. See more information about dual-wielding on page XYZ.

Defense

Defense is a rating of a character's passive defense to attacks from enemies. 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, has a protection score.

FOR EXAMPLE, a character with a dexterity of 5 wearing an armor with 2 protection has a total defense of 7 ($5 + 2 = 7$).

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 mystical powers commonly found in a medieval fantasy adventure, and **Psi Points (PSI)**, which represent the mysterious psionic powers of the mind. See **CHAPTER 5: MAGIC** on page XYZ for more on magic.

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 special circumstances may depend on or alter the value of an independent ability throughout the game.

There are 4 independent abilities every PC and NPC

possesses: alignment, perks, speed and talents.

ALIGNMENT

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 (see reactions on page 15). 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.

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)**.

Character Morality: During character creation, the player should carefully consider how their character views 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 innocent and guilty NPCs)? Does he or she always follow the rule of law, even if it is considered unjust?

Starting Alignment: Each PC is born into a culture of goodness, evilness or neutrality. The character inherits their culture's alignment (as described on page 20). However, during the customization step of character creation (on page 47), the player may choose to slightly alter the alignment of their character. The two alignments (the one the character inherited from their homeland culture and the other of the player's choice) are combined together (see the table on page 17) to form the character's starting alignment.

The game host should refer to the **GAME HOST'S RULEBOOK** for details on how alignment is used.

Using Alignment: Alignment is used as a backdrop for a character's personal story as they complete their adventure. Alignment affects the following game aspects for the character:

- Virtues & Vices:** As said on page 17, virtues and vices act as strengths and weaknesses to a character's moral fiber. When presented with moral dilemmas related to the virtues and/or vices the character has assimilated, the PC is often compelled to act in favor of their particular morality.
- Social Interactions:** NPCs of the same alignment (good, neutral or evil) as that of the character are more likely to respond positively. Inversely, NPCs of an opposing alignment (e.g. good against evil) are more likely to respond negatively. If the PC and NPC are both either good or either both evil, any social ability tests between the two has advantage. If one of the characters is good, and the other evil, any social ability tests between the two has disadvantage. Characters of neutral alignment have no such bonuses or penalties.

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

Virtues & 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 engages. Each virtue has a diametrically opposed vice (see the table on page 17).

Starting Virtues & Vices: Every character begins with an alignment. 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 is of 0 alignment points, they have neither virtues or vices.

FOR 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.

Virtue/Vice Restrictions: At no time can the character ever have more than 7 AP total (of righteous and evil points, combined).

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

If the character has the maximum number of AP (seven AP total), yet would receive an additional point, they randomly replace a number of AP (of the opposite type, if possible) equal to the number they gain.

FOR EXAMPLE, the character has 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 vices with the new point.

Calculating Alignment: 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.

FOR EXAMPLE, the character has 2 virtues and 1 vice. Therefore, they have a difference of 1.

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.

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

To determine the character's alignment, add together the total number of virtues (5) then add together the total number of vices (2). Subtract from the virtues the number of vices for a total of 3 ($5 - 2 = 3$). Since the character has 3 or more RP, they are considered of a good alignment.

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 GM 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 decide whether they choose to "foster" or "resist" the virtue or vice being challenged.

FOR EXAMPLE, the character catches a young boy attempting to steal money from her pouch. The boy pleads for mercy, but 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 resists 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 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.

ALIGNMENT SPECTRUM

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

-7 to -3	Evil
-2 to +2	Neutral
+3 to +7	Good

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

If a diametrically opposed virtue *and* vice are tested simultaneously, the player must test the virtue, if they have more RP than EP, or the vice, if they have more EP than RP. If equal, 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 gain advantage to their willpower save.

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

However, if the vice or virtue that is diametrically opposed to the one being fostered is currently adopted, the player must make the willpower save with disadvantage, instead.

FOR EXAMPLE, the character wishes to foster the humble virtue, but has the arrogant vice. The character performs a willpower save with disadvantage.

Resisting: If the character attempts to resist a virtue or vice that they've adopted, they must perform the willpower save with disadvantage.

However, if the vice or virtue that is diametrically opposed to the one being resisted has been adopted, they may perform the willpower save with advantage.

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, that virtue/vice is adopted.

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. However, the PC will choose their own survival over that fulfillment, and will not act contrary to their natural personality or other virtues/vices they've adopted.

PERKS

Across a fantasy world or a science fiction galaxy, the multitude of species each have with them unique abilities, extraordinary powers and special capabili-

ties; 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).

Perks Availability: Each species has four perks available to them at the start of the game that are automatically ready for use (see the individual species for a list and description of perks available to them, on page 48). 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 four.

Difference from Talents: Perks are similar to that of talents (explained on page 19); with both offering special abilities to the character. However, the chief difference between the two being 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 retrained at a later time.

A list of perks (including bonus perks usable for custom species) for the character can be found on page 48.

SPEED

The character's **Speed** is the same as their species' speed score (including any possible modifications). Most species have a speed score of 4 through 8.

The speed of the character represents the number of **Speed Points (SPD)** they have to use moving through spaces during tactical time (see page XYZ), such as during battle, on a local map (where 1 space is equal to 1 meter in length).

Speed in Combat: During combat (or other scenarios that are played-out in slow-motion tactical time), the character may choose to spend a half-turn action to replenish their speed points to maximum *and* move through spaces.

FOR EXAMPLE, the character has a speed score of 6. They spend a half-turn action replenishing their SPD to maximum (6) then spends the points to move through spaces.

Because the character may perform two half-turn actions each turn, they may choose to move twice in this manner (replenishing their SPD for each half-turn action they choose to use moving).

FOR EXAMPLE, the character chooses to spend their second half-turn action to continue moving. Their SPD replenishes back to 6, then they continue moving through additional spaces.

Note: Certain spaces have different terrain types (see page XYZ) which cost different amounts of SPD to enter. The character cannot enter a space if they do not have enough SPD to afford the terrain cost.

TALENT LEARNING

Archetype	0	1	2	3	4	5	6	7	8	9
Arcanist	-	B	-	-	-	I	-	-	A	M
Disciple	-	B	-	-	-	I	-	-	A	M
Fighter	B	-	-	I	-	-	A	-	-	M
Luminary	B	-	I	-	-	A	-	-	-	M
Marksman	B	-	-	I	-	-	A	-	-	M
Scout	B	-	I	-	-	A	-	-	-	M
Warrior	B	-	-	I	-	-	A	-	-	M

B = Basic talents, I = Intermediate talents, A = Advanced talents, M = Master talents, 0-9 = Experience levels

However, the character may spend multiple half-turn actions entering a single space by cumulating SPD into the space, until they have enough to enter the terrain.

Outside of Combat: During other time intervals, the character has more time to move greater distances. Therefore, the number of SPD the character has is scaled up to reflect the greater intervals and distances. Therefore, the current number of SPD a character has is dependent upon what time interval the adventure is played in and the map the adventurer is exploring. During these other time intervals, the character's SPD replenishes once at the start of each time interval, rather than at the start of each half-turn.

See page XYZ for details concerning movement and travel.

TALENTS

As the character grows in experience, they develop **Talents** that they can use during their adventures. Talents are special abilities specific to an archetype; and are divided into four groups: basic talents, intermediate talents, advanced talents and master talents.

Talents Availability: Groups of talents become available to the character at certain levels (dependent upon the archetype of the PC, see the table below or archetypes on page 36 for details).

Talents Training: Each talent group has two talent options to chose between. Once a talent group becomes available to the character, they may seek out a teacher or master of the same archetype as them to train in one of the two talents. 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.

Once a talent has been learned, it cannot be changed later (e.g. exchanged for the other talent within the group), unless the PC spends the necessary time and money "retraining" with a teacher or master. If the character successfully retrains, they forget their pre-

vious talent of that group but acquire the new talent they trained in. Characters may switch between talents within the same group this way as many times as they wish, paying the required costs each time, but may never have more than one talent within the same group.

Difference from Perks: Talents are similar to that of perks (explained on page 18); with both offering special abilities to the character. However, the chief difference between the two being that talents are archetype-dependent and can be trained, forgotten and/or retrained at a later time; whereas perks are inherit to a species and come naturally to the character.

Each archetype has a list of talents available to them, starting on page 36.

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 expedition in *Open Adventure*.

Player-character creation should be considered a collaborative event. The host may have suggestions for the character's abilities or background, and may ask the player to change some of the details to better fit the adventure.

I. BIRTH: SELECT A SPECIES & RACE

The player rolls 2D three times then assigns one roll of their choice to the character's species and one roll to the character's race. The third roll is discarded.

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. The newborn character is a member of a unique species, born into a household and raised in a homeland, complete with their own culture, alignment, race, and more.

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 20. The player will then assign one of the rolls they made to a species of the same number that the character is born as.

COMMON SPECIES

Roll 2D	Fantasy	Science Fiction
2 or 12	Catfolk	Changling
3	Dragonkin	Reptoid
4	Satyr	Insectoid
5	Gnome	Xetos
6	Dwarf	Android
7	Human	Human
8	Elf	Genetic Clone
9	Centaur	Zultoss
10	Minotaur	Primapian
11	Lupin	Squidlien

FOR 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 20. The character may be born as either a xetos (5), insectoid (4) or human (7).

Alternatively, at the GH's discretion, players may simply select one species of their choosing, instead.

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

Note: Many of the scores listed for each species will change as additional steps are followed in the character creation process. Information about each species is as follows:

- **Size:** Denotes both the height and body type of the creature. See page 46 for details concerning character sizes.
- **Speed:** A score representing the number of points the creature can spend to move through spaces. See page 70 for details about movement.
- **Primary Ability Scores:** The default scores creatures of that type begin with at the start of the game. 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).
- **Perks:** Perks represent special abilities that are inherit to the species. See page 18 for details on perks.
- **Races:** A sub-species 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 is 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:** A “common” 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 selection roll denotes the character's race is the frequent variant.
- **Uncommon:** An “uncommon” populous represents 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:** A “rare” 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.

FOR EXAMPLE, in the previous step 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.

Alternatively, at the GH's discretion, players may simply select one race of their choosing, instead.

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

HUMAN

Medium height, average body – Speed: 6

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

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.

SPECIES PERKS

Enhanced Initiative: Humans have advantage when rolling for initiative.

Proficient Climb: Humans have advantage when either climbing or parkouring (choose one), and gain +2 SPD when traveling through vertical terrain. Once chosen, this perk cannot be changed later.

Proficient Swim: Humans have advantage when swimming and gain +2 SPD when traveling through liquid terrain.

Fast Sprint: As a free action, humans may double their speed, once per minute, until end of round. This perk cannot be used while running.

PUREBRED HUMANS *Common (2-7 on 2D)*

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

Ability Modifiers: -1 PER, +1 DEX, +1 CHA

Alignment: Neutral

HIGHBORNE HUMANS *Uncommon (8-10 on 2D)*

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.

Ability Modifiers: -1 STR, +1 PER, +1 INT

Alignment: Good

PROTOHUMANS *Rare (11-12 on 2D)*

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.

Ability Modifiers: +1 STR, -1 PER, +1 VIT

Alignment: Evil

FANTASY SPECIES

Below is an alphabetical list of fantasy species that may be used through the game of *Open Adventure*.

CATFOLK

Medium height, slim body – Speed: 6

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

Catfolk are several sub-races of feline-human hybrids. They are large bi-pedal humanoids with a feline head, claws, fur and tail. The colors and markings of their fur can vary greatly from one of a tiger, lion or leopard. Catfolk are very tribal, keeping few records of their past. They share a tight bond with one another and are extremely loyal to their kin. Their focus and courage in battle is known in far away lands.

SPECIES PERKS

Low-Light Vision: Catfolk can see in twilight as if they were in brightness, up to 6 spaces away.

Natural Pelage: Catfolk are covered in a natural hair, fur, wool or other soft covering. They are immune to nonmagical cold damage and effects, but weak against heat damage and effects.

High Jump: Catfolk have advantage when jumping and gain +2 spaces to their jump distances.

Nimble Fall: When catfolk fall 1 or more spaces, they may make a reflex save, and if successful, take half-damage. This perk may only be used once per round.

MOUNTAIN FELINE *Common (2-7 on 2D)*

Known to be excellent hunters & scouts, mountain felines often make trade for their expertise.

Ability Modifiers: +1 PER, -1 INT, +1 DEX

Alignment: Good

SAVANNAH FELINE *Uncommon (8-10 on 2D)*

Savannah prides tend to live reclusive lives, and patrol their vast unmarked territories.

Ability Modifiers: +1 PER, -1 INT, +1 DEX

Alignment: Evil

JUNGLE FELINE *Rare (11-12 on 2D)*

With red glowing eyes, these felines live in vast jungles isolated from outside kingdoms and cities.

Ability Modifiers: +1 STR, -1 PER, +1 CHA

Alignment: Evil

CENTAUR

Medium height, stout body – Speed: 7

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

Centaurs are liminal creatures with the head, torso and arms of a demi-human and the body and legs of a horse. Centaurs live nomadic tribal lifestyles, and keep close connections with nature and the environment they live in. Most centaurs prefer the simpler pleasures of life and often reject advancements in society.

SPECIES PERKS

Quadruped: Centaurs have four legs which gives them +2 defense against wrestling and +1 speed. This perk takes up two perk slots instead of one (choose one other perk to cede).

Fast Sprint: Once per day, centaurs may spend a full-turn action to heal a number of HP equal to their experience level.

Natural Attack: Once per round, as a free action centaurs may perform an attack using their hooves as a natural weapon (treat their hooves as a one-handed improvised weapon).

Low-Light Vision: Centaurs can see in twilight as if they were in brightness, up to 6 spaces away.

SYLVAN CENTAUR *Common (2-7 on 2D)*

Known as “champions of the woodlands”, sylvan centaurs see themselves as the benevolent protectors of the forests and all its native creatures. Most Sylvan centaurs prefer a solitary life and living off the land of their hidden enclaves.

Ability Modifiers: +1 STR, +1 INT, -1 DEX

Alignment: Good

STEPPE CENTAUR *Uncommon (8-10 on 2D)*

Steppe centaurs keep to themselves, preferring to live in nomadic tribes far removed from the beaten path; but enjoy the benefits of trade and storytelling with small outposts and border settlements.

Ability Modifiers: -1 PER, +1 INT, +1 CHA

Alignment: Good

DESERT CENTAUR *Rare (11-12 on 2D)*

Desert centaurs are extremely territorial, and have a reputation of attacking strangers and caravans who trespass or defile their deserts and badlands.

Ability Modifiers: -1 STR, +1 PER, +1 VIT

Alignment: Neutral

DRAGONKIN

Medium height, stout body – Speed: 5

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

Dragonkin are dragon-like creatures who walk upright on two legs, wear clothes and use their hands similar to humans. Most dragonkin prefer to avoid dealings with humans, and elves. Dragonkin tend to be prideful and consider themselves superior to most other species. Many have a lust for rare metals and fine metalworking.

SPECIES PERKS

Gliding Wings: Dragonkin can move 5 spaces horizontally for every 1 space they fall vertically. They fall at one-half normal fall speed. Negate 2 crush damage from falling this way. Gliding wings cannot be used to gain height, only glide while falling.

Large Tail: Dragonkin have a large tail that can be used to make one unarmed kick attack per round as a free action.

Cold Blood: Dragonkin are immune to nonmagical heat damage and effects, but weak against cold damage and effects.

Breath Attack: Once per hour, as a full-turn action, dragonkin may project fire from their mouth as an attack, until end of round. Breath attack fills a 3x4 cone adjacent to themselves in the direction of their choosing, dealing fire damage as if the area was on fire. Any creatures caught in the affected area who succeed at a reflex save suffers half damage, instead.

GREENSCALE

Common (2-7 on 2D)

Greenscales live in ornate societies, but only welcome other dragonkin to their kingdoms.

Ability Modifiers: +1 STR, +1 INT, -1 CHA

Alignment: Evil

REDSCALE

Uncommon (8-10 on 2D)

Redscales live in militaristic societies steeped in xenophobia.

Ability Modifiers: +1 STR, +1 PER, -1 DEX

Alignment: Evil

BLUESCALE

Rare (11-12 on 2D)

Bluescales construct religious bastions devoted to their pantheon of “dragon ruler” deities.

Ability Modifiers: -1 STR, +1 PER, +1 VIT

Alignment: Neutral

DWARF

Small height, stout body – Speed: 6

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

Dwarfs are short, stocky demi-humans with long, respectable beards and heavy stout bodies. Their skin is earthen tone and their hair black, gray or dark brown. Stubborn but practical; dwarfs love grand feasts and strong ale. They can be dangerous opponents, able to fight with any weapon, melee or ranged. They admire craftsmanship and are fond of gold and stonework. Dwarfs are stalwart against poisonous and magical influences.

SPECIES PERKS

Poison Resistance: Dwarfs are strong against poison damage and effects.

Dark Vision: Dwarfs can see in spaces of darkness and twilight as if they were in brightness. However, they can only see in brightness up to 6 spaces away. They cannot discern color when in brightness.

Evil Resistance: Dwarfs have strong resistance against evil damage, magic and effects.

Proficient Climb: Dwarfs have advantage when climbing and gain +2 SPD when traveling through vertical terrain.

MOUNTAIN DWARF

Common (2-7 on 2D)

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

Ability Modifiers: +1 STR, -1 INT, +1 VIT

Alignment: Good

HILL DWARF

Uncommon (8-10 on 2D)

Hill dwarfs trade with mountain dwarfs for precious gems & stones, and use their mastery over white-smithing to forge ornate jewelry. While considered kind, hill dwarfs are also shrewd barterers.

Ability Modifiers: +1 STR, -1 DEX, +1 VIT

Alignment: Good

DEEP DWARF

Rare (11-12 on 2D)

Deep dwarfs are miners who delved too deep and went mad with goldlust. They will stop at nothing to protect their subterranean horde of treasures.

Ability Modifiers: +1 PER, -1 DEX, +1 CHA

Alignment: Neutral

ELF

Medium height, slim body – Speed: 7

STR:	PER:	INT:	DEX:	CHA:	VIT:	MAG:
-	4	4	2	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. Elves love beautifully crafted items and choose to live an agrarian life in accord with nature.

SPECIES PERKS

Spell Resistance: Elves have strong resistance against damage and effects from arcane, chi or nature magic (choose one). Once chosen, this perk cannot be changed later.

Low-Light Vision: Elves can see in twilight as if they were in brightness, up to 6 spaces away.

Speak With Animals: Elves begin with +15 language points distributed amongst three beast types (choose three types in any quantity).

Enhanced Hearing: Elves have advantage when listening and gain +2 spaces to their listen distance.

WOOD ELF

Common (2-7 on 2D)

Wood elves prefer to live in wooded enclaves and are moderately apathetic to the outside world. They patrol their borders diligently and rarely welcome outsiders.

Ability Modifiers: -1 STR, +1 PER, +1 DEX

Alignment: Neutral

HIGH ELF

Uncommon (8-10 on 2D)

High elves hold a deeply spiritual connection with nature and the world of magic. They are known to build great libraries within their kingdom walls.

Ability Modifiers: +1 INT, -1 VIT, +1 MAG

Alignment: Good

DARK ELF

Rare (11-12 on 2D)

Often treated as outcasts, dark elves use their innate magical abilities for less than honorable deeds. Dark elves have been known to sell their spells in exchange for beautifully crafted magical items.

Ability Modifiers: -1 INT, +1 DEX, +1 CHA

Alignment: Evil

GNAME

Small height, average body – Speed: 6

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

Gnomes are small, wiry tinkerers who live underground. Their skin color ranges from dark tan to woody brown. Their hair is fair and eyes often varying shades of blue. They are great mechanics and inventors, and are known for their knowledge and eccentric behaviors. Most gnomes wear plain clothing but admire intricate stitching and fine jewelry.

SPECIES PERKS

Dark Vision: Gnomes can see in spaces of darkness and twilight as if they were in brightness. However, they can only see in brightness up to 6 spaces away. They cannot discern color when in brightness.

Enhanced Hearing: Gnomes have advantage when listening and gain +2 spaces to their listen distance.

Natural Concealment: Gnomes have a natural ability to camouflage or conceal themselves. Choose a terrain type. The gnome has advantage when hiding and sneaking in the chosen terrain type.

Nimble Fall: When gnomes fall 1 or more spaces, they may make a reflex save, and if successful, take half-damage. This perk may only be used once per round.

WOOD GNOME

Common (2-7 on 2D)

Known for their skill with carpentry and craftsmanship, wood gnomes often build sturdy burrows in hills and forests. Wood gnomes have a reputation for being a friendly and kind people.

Ability Modifiers: +1 PER, +1 INT, -1 DEX

Alignment: Good

MOUNTAIN GNOME

Uncommon (8-10 on 2D)

A fair bit taller than other gnomes, mountain gnomes value their solitude and prefer to make close communities in foothills and mountain sides.

Ability Modifiers: -1 STR, +1 INT, +1 CHA

Alignment: Neutral

DEEP GNOME

Rare (11-12 on 2D)

An ancient society rarely seen by others, deep gnomes have taken up the study of science and magic, becoming skilled engineers and inventors.

Ability Modifiers: +1 STR, -1 INT, +1 DEX

Alignment: Evil

LUPIN

Large height, slim body – Speed: 6

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

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

Lupins are a deeply spiritual race and share a connection with their bestial urges. As lupins grow older and more experienced, they take on a regal canine appearance. Despite their ferocious looks, most lupin live in peaceful hunting tribes. Though they may be unfriendly to outsiders at first, once their respect has been earned their loyalty is eternal.

SPECIES PERKS

Natural Attack: Once per round, as a free action lupins may perform an attack using their maw as a natural weapon (treat their fangs as a one-handed improvised weapon).

Natural Pelage: Lupins are covered in a natural hair, fur, wool or other soft covering. They are immune to nonmagical cold damage and effects, but weak against heat damage and effects.

Sense Scent: Lupins have a superior sense of smell that may detect the presence of characters and scented objects up to a distance equal to twice their smelling (in spaces). Sense scent does not reveal to them the direction or distance to the target.

Fast Sprint: As a free action, lupins may double their speed, once per minute, until end of round. This perk cannot be used while running.

FOREST LUPIN

Common (2-7 on 2D)

Often appearing savage and wild, these canines prefer a tribal life under the canopy of a forest.

Ability Modifiers: +1 PER, +1 DEX, -1 VIT

Alignment: Good

HILL LUPIN

Uncommon (8-10 on 2D)

Hill lupin prefer to live a sagacious lifestyle.

Ability Modifiers: +1 PER, +1 DEX, -1 CHA

Alignment: Neutral

TUNDRA LUPIN

Rare (11-12 on 2D)

Rugged pack hunters that can survive any climate.

Ability Modifiers: +1 STR, -1 INT, +1 DEX

Alignment: Neutral

MINOTAUR

Large height, stout body – Speed: 5

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

Minotaurs are muscular nomadic creatures with the body of a man and the head of a bull. They prefer to live underground in labyrinths where they live a primitive, tribal existence. Their culture is based on the ideals of courage and prowess in battle. Many Minotaurs adorn their bodies with tattoos, brands, piercings, paintings and primitive jewelry. Minotaurs are fierce opponents due to their brawn, horned heads and hot temperament.

SPECIES PERKS

Dark Vision: Minotaurs can see in spaces of darkness and twilight as if they were in brightness. However, they can only see in brightness up to 6 spaces away. They cannot discern color when in brightness.

Fast Sprint: As a free action, minotaurs may double their speed, once per minute, until end of round. This perk cannot be used while running.

Disease Resistance: Minotaurs are strong against disease damage and effects.

Natural Attack: Once per round, as a free action minotaurs may perform an attack using their horns as a natural weapon (treat their horns as a one-handed improvised weapon).

LABYRINTH MINOTAUR

Common (2-7 on 2D)

Tasked with an ancient duty of safeguarding mazes, labyrinths and certain catacombs, the labyrinth minotaur prefer a life underground.

Ability Modifiers: +1 STR, -1 PER, +1 VIT

Alignment: Evil

MOUNTAIN MINOTAUR

Uncommon (8-10 on 2D)

Looked down upon by their brethren as having forsaken their calling, mountain minotaur are often employed as traders and mercenaries.

Ability Modifiers: +1 STR, -1 INT, +1 VIT

Alignment: Evil

ELDER MINOTAUR

Rare (11-12 on 2D)

Thought as the eternal keepers of the secrets of the labyrinth, elder minotaur's motives are kept hidden.

Ability Modifiers: -1 PER, +1 INT, +1 CHA

Alignment: Neutral

SATYR

Medium height, average body – Speed: 6

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

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

SPECIES PERKS

Natural Concealment: Satyrs have a natural ability to camouflage or conceal themselves. Choose a terrain type. The satyr has advantage when hiding and sneaking in the chosen terrain type.

Speak With Animals: Satyrs begin with +15 language points distributed amongst three beast types (choose three of any order).

Speak With Plants: Satyrs begin with +15 language points distributed amongst three plant types (choose three types in any quantity).

Enhanced Hearing: Satyrs have advantage when listening and gain +2 spaces to their listen distance.

FOREST SATYR

Common (2-7 on 2D)

Known as tricksters, forest satyrs relish in playing games with passerbys.

Ability Modifiers: -1 STR, +1 INT, +1 CHA

Alignment: Good

DARK SATYR

Uncommon (8-10 on 2D)

A xenophobic race that twist magic in sinister ways.

Ability Modifiers: -1 PER, +1 DEX, +1 VIT

Alignment: Evil

ANCESTRAL SATYR

Rare (11-12 on 2D)

A noble sect thought to have descended from the stars, ancestral satyrs study magic and history.

Ability Modifiers: -1 STR, +1 CHA, +1 MAG

Alignment: Neutral

SCIENCE FICTION SPECIES

Below is an alphabetical list of science fiction species that may be used through the game of *Open Adventure*.

ANDROID

Medium height, stout body – Speed: 6

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

Androids are machine robots made to resemble the anatomical likeness of a humanoid. Most, but not all, have two legs, two arms, a head and torso. Androids can speak, see and think like humans due to their likeness. Androids are manufactured for many different purposes from industrial fabrication to warfare. The majority of androids are looked at as inferior to biological beings. However, in some areas androids have rebelled against their makers and created a collective band of machine men.

SPECIES PERKS

Robot Physiology: Androids are made of logic boards and circuitry making them immune versus biological damage and effects but weak versus energy damage and effects.

Thermal Vision: Androids can see bodies of heat in darkness and low-light, up to 6 spaces away. Thermal vision cannot be used to detect cold blooded or undead characters.

Psionic Resistance: Androids have strong resistance versus damage and effects from shadow or spirit magic (choose one). Once chosen, this perk cannot be changed later.

Natural Armor: Every time androids take damage, they may expend 1⚡ to negate 1 damage. This perk may only be used once per round.

TECHNICIAN ANDROID

Common (2-7 on 2D)

Technician androids are skilled workers designed to build and repair machines, weapons and starships.

Ability Modifiers: -1 STR, +1 PER, +1 INT

Alignment: Neutral

ASSISTANCE ANDROID

Uncommon (8-10 on 2D)

Assistance androids are experts concerning biological species and races. Often, they are tasked with jobs of hospitality, medicine and translation.

Ability Modifiers: -1 STR, +1 PER, +1 CHA

Alignment: Neutral

COMBAT ANDROID

Rare (11-12 on 2D)

Dauntless, these fearless androids are made for war.

Ability Modifiers: +1 STR, -1 INT, +1 VIT

Alignment: Neutral

CHANGLING

Medium height, average body – Speed: 5

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

Changlings are an alien species whose origin is a mystery. These often misunderstood species' natural state of being is a liquid form. They can mimic the shape of other species, albeit not very well. Their shape shifting is not exact, and it is most evident in the details. Close scrutiny will have a changling stand out. Changlings try to remain impartial in political affairs as not to damage relations with other species. Because of this, they have no natural enemies and are looked up to by other races.

SPECIES PERKS

Shapeshift: As a full-turn action, changlings may change the shape of their body to an object or character of the same size, or one size smaller, for up to 1 hour. They may revert to their original shape at will.

Natural Concealment: Changlings have a natural ability to camouflage themselves. Choose a terrain type (this cannot be changed later). Changlings have advantage when attempting to hide or sneak in the chosen terrain type.

Multi-Arm: Changlings can morph to have one or two extra arms (choose either, this selection cannot be changed later). If two extra arms were chosen, this perk takes up two perk slots instead of one (choose one other perk to cede).

Prolonged Breath: Changlings may hold their breath up to three-times (x3) longer than normal.

METAMORPHER

Common (2-7 on 2D)

A race that can precisely imitate inanimate objects.

Ability Modifiers: +1 PER, +1 DEX, -1 VIT

Alignment: Good

MIMICKER

Uncommon (8-10 on 2D)

A race that enjoys taking forms of other races.

Ability Modifiers: -1 PER, +1 DEX, +1 VIT

Alignment: Good

TRUE FORM

Rare (11-12 on 2D)

A naturally psionic race that's always in liquid form.

Ability Modifiers: -1 STR, +1 INT, +1 MAG

Alignment: Neutral

GENETIC CLONE

Medium height, stout body – Speed: 5

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

Genetic Clones are creatures who were designed and created in a laboratory as super soldiers to fight far-away wars for a dystopian empire. Genetic clones have impeccable bodies for battle: large muscles, swift; nimble movements and the ability to endure great hardships. While most clones live and die fighting wars, some rebelled or defected to escape their fate.

Without a home world, culture or history of their own, they wander the expanse of space taking on various jobs for galactic credits. Some still enjoy the thrill of combat and seek out bounty hunting or mercenary jobs while others try to escape their past.

SPECIES PERKS

Fast Heal: Once per day, clones may spend a full-turn action to heal a number of HP equal to their level.

Enhanced Hearing: Clones have advantage when listening and gain +2 spaces to their listen distance.

Disease Resistance: Clones are strong against disease damage and effects.

High Jump: Clones have advantage when jumping and gain +2 spaces to their jump distances.

SOLDIER CASTE

Common (2-7 on 2D)

Genetically modified to be near-perfect soldiers who blindly follow the orders of their superiors.

Ability Modifiers: +1 STR, -1 INT, +1 DEX

Alignment: Neutral

SCOUT CASTE

Uncommon (8-10 on 2D)

Specializing in reconnaissance, sabotage and guerrilla warfare, these clones are naturally secretive.

Ability Modifiers: +1 PER, +1 INT, -1 CHA

Alignment: Evil

COMMAND CASTE

Rare (11-12 on 2D)

Designed to have mastery over command and leadership, these clones have a natural inclination to direct troops in the fray of battle.

Ability Modifiers: +1 PER, -1 INT, +1 VIT

Alignment: Good

INSECTOID

Small height, slim body – Speed: 5

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

Insectoids are a bug-like alien species with the resemblance of upright walking crickets, cockroaches or praying mantis. They have large flightless wings affixed to their back. Their exoskeleton is often drab green or bright yellow.

Insectoids care little for war, instead engaging in art, music and other forms of pleasure and entertainment. Their culture is varied, made of the best technology from many other space-faring societies that they've collected over the generations through trade and commerce. Insectoids are hard industrious workers and loyal allies.

SPECIES PERKS

Gliding Wings: Insectoids can move 5 spaces horizontally for every 1 space they fall vertically. They fall at one-half normal fall speed. Negate 2 crush damage from falling this way. Gliding wings cannot be used to gain height, only glide while falling.

Cold Blood: Insectoids are immune to nonmagical heat damage and effects, but weak against cold damage and effects.

Multi-Arm: Insectoids have one or two extra arms (choose either, this selection cannot be changed later). If two extra arms were chosen, this perk takes up two perk slots instead of one (choose one other perk to cede).

Natural Armor: Every time insectoids take damage, they may expend 1*h* to negate 1 damage. This perk may only be used once per round.

HOPPER

Common (2-7 on 2D)

Natural explorers with knowledge of new frontiers.

Ability Modifiers: -1 STR, +1 PER, +1 DEX

Alignment: Good

ROACH

Uncommon (8-10 on 2D)

Natural diplomats with the ability to bargain.

Ability Modifiers: -1 INT, +1 CHA, +1 VIT

Alignment: Neutral

MANTIS

Rare (11-12 on 2D)

Mantis' have keen senses and an affinity for gadgets.

Ability Modifiers: +1 PER, -1 DEX, +1 VIT

Alignment: Evil

PRIMAPIAN

Small height, average body – Speed: 7

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

Primapians are a proto-mammalian alien species. Their bodies are typically small in stature with thick russet hair from head to toe. Their face has a quasi-monkey resemblance with two or more glowing yellow eyes and serrated teeth. Primapians are clever scavengers who cannibalize floating space debris and abandoned technology, repair it and then resell it to the right buyer for a respectable price.

SPECIES PERKS

Prehensile Tail: Primapians have a flexible tail that can be used to hold objects, but not to attack. Primapians have advantage when climbing and balancing, and gain +2 to the amount of time they can hang freely from a ledge. This perk is lost if their tail is lost.

Natural Pelage: Primapians are covered in a natural hair, fur, wool or other soft covering. They are immune to nonmagical cold damage and effects, but weak against heat damage and effects.

Proficient Climb: Primapians have advantage when climbing and gain +2 SPD when traveling through vertical terrain.

Nimble Fall: When primapians fall 1 or more spaces, they may make a reflex save, and if successful, take half-damage. This perk may only be used once per round.

BABOON

Common (2-7 on 2D)

Shaggy and grotesque, baboons are a wild, nomadic race.

Ability Modifiers: +1 INT, +1 CHA, -1 VIT

Alignment: Neutral

TARSIER

Uncommon (8-10 on 2D)

Tarsiers prefer to live in large homogeneous tribes and uphold ceremonial traditions.

Ability Modifiers: -1 PER, +1 INT, +1 CHA

Alignment: Good

SILVERBACK

Rare (11-12 on 2D)

Bulky and imposing in stature, baboons prefer to live in strict familial hierarchies and traditions.

Ability Modifiers: +1 STR, +1 DEX, -1 CHA

Alignment: Neutral

REPTOID*Large height, stout body – Speed: 6*

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

Reptoids are a pre-historic, scaly, sapient species that just recently acquired superluminal technology. Reptoids are reptilian creatures with a green skin color, an aggressive nature, and low intelligence. They have an appearance ranging anywhere from that of a dinosaur, crocodile or serpent, except for the fact that they are bipedal. They are a nomadic hunter-gather race that prefers to travel the stars looking for worthy prey to track and hunt—both for sustenance and enjoyment.

SPECIES PERKS

Cold Blood: Reptoids are immune to nonmagical heat damage and effects, but weak against cold damage and effects.

Amphibious: Reptoids can breath under water up to five-times longer than they would normally be able to hold their breath.

Large Tail: Reptoids have a large tail that can be used to make one unarmed kick attack per round as a free action.

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

SPIKED-BACK*Common (2-7 on 2D)*

A race known for their unusually high aggression.

Ability Modifiers: +1 STR, -1 INT, +1 VIT

Alignment: Evil

CRESTED-CROWN*Uncommon (8-10 on 2D)*

Renown hunters that admire feats of strength.

Ability Modifiers: +1 STR, -1 INT, +1 DEX

Alignment: Neutral

FLAT-TAIL*Rare (11-12 on 2D)*

An ancient, solitary sect whose bloodline spans to prehistoric times.

Ability Modifiers: -1 PER, +1 DEX, +1 VIT

Alignment: Evil

SQUIDLIEN*Medium height, average body – Speed: 6*

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

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

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

SPECIES PERKS

Multi-Arm: Squidliens have one or two extra arms (choose either, this selection cannot be changed later). If two extra arms were chosen, this perk takes up two perk slots instead of one (choose one other perk to cede).

Constrict: Squidliens can surround their enemies and begin crushing them. After forcing their enemy into a take-down position, they may spend a full-turn action to inflict 2 crush damage (unless the defender breaks free).

Amphibious: Squidliens can breath under water up to five-times longer than they would normally be able to hold their breath.

Cold Blood: Squidliens are immune to nonmagical heat damage and effects, but weak against cold damage and effects.

OCTOPOD*Common (2-7 on 2D)*

A technologically and scientifically advanced race.

Ability Modifiers: +1 STR, -1 PER, +1 INT

Alignment: Good

CUTTLEHEAD*Uncommon (8-10 on 2D)*

Raised from an egg to be masters of diplomacy.

Ability Modifiers: -1 DEX, +1 CHA, +1 VIT

Alignment: Neutral

DEEPWATER*Rare (11-12 on 2D)*

Once considered a lost race, deepwaters are considered by many to be an ancient feral bloodline.

Ability Modifiers: +1 DEX, -1 CHA, +1 VIT

Alignment: Evil

XETOS

Large height, stout body – Speed: 6

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

Xetos are a vicious demon-like warrior species. They are proud, tradition-bound aliens that value honor and combat. The aggressive xetos culture has made them an interstellar military power to be respected and feared. Xetos have four eyes, a horned head and a snouted maw with long fangs. Their fearsome gargoyle faces and bodies are often adorned with tattoos and scars from battle.

SPECIES PERKS

Enhanced Initiative: Xetos have advantage when rolling for initiative.

Disease Resistance: Xetos are strong against disease damage and effects.

Psionic Resistance: Xetos have strong resistance versus damage and effects from shadow or spirit magic (choose one). Once chosen, this perk cannot be changed later.

Low-Light Vision: Xetos can see in twilight as if they were in brightness, up to 6 spaces away.

WARRIOR BLOODLINE *Common (2-7 on 2D)*

While their look is foreboding, not all xetos warriors are evil in nature, but almost all live (and die) by a code of honor and duty.

Ability Modifiers: +1 STR, -1 DEX, +1 VIT

Alignment: Neutral

RAVAGER SECT *Uncommon (8-10 on 2D)*

A small sect of warriors who have been hardened by the forges of war. While every warrior xetos swears allegiance to their commanders, ravagers have laid witness to the death or defeat of their commander on the battlefield, forcing them to wander the expanses of space in disgrace, looking for a new banner to fight under.

Ability Modifiers: +1 STR, +1 DEX, -1 CHA

Alignment: Evil

ELDER CLASS *Rare (11-12 on 2D)*

Most xetos look at age as a black mark, believing it proves not enough risks were taken in battle. However, elders with scars or medals from war are revered for their wisdom.

Ability Modifiers: +1 INT, -1 DEX, +1 VIT

Alignment: Neutral

ZULTOSS

Medium height, average body – Speed: 6

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

Zultoss are an enlightened species that use mental discipline and logic to overcome the pitfalls of emotions and undue passions. Their advanced technology complements and enhances their pursuit for mental mastery. Although excellent fighters, many zultoss prefer to use their technological advancements to win their battles over pure brawn.

Zultoss are tall and slim with broad shoulders and a narrow waist. Their eyes have an uncanny glow. Zultoss have a bony crest sloping back from the crown of their heads.

SPECIES PERKS

Psionic Resistance: Zultoss have strong resistance versus damage and effects from shadow or spirit magic (choose one). Once chosen, this perk cannot be changed later.

Blindsight: Through extraordinary senses, zultoss can sense the location of objects and characters up to 3 spaces away (whether or not they have normal sight). Zultoss cannot discern colors or read words with blindsight but are not dependent on light to use blindsight.

Farsight: Zultoss have the ability to focus their eyes and see distant characters and objects four-times farther than normal. This perk takes up two perk slots instead of one (choose one other perk to cede).

Enhanced Hearing: Zultoss have advantage when listening and gain +2 spaces to their listen distance.

EMPYREAN PROGENY *Common (2-7 on 2D)*

Birthright guardians and stewards to all zultoss.

Ability Modifiers: +1 PER, +1 INT, -1 DEX

Alignment: Evil

ÆON PROGENY *Uncommon (8-10 on 2D)*

A highly religious race whose ancestors are thought to have achieved transcendence.

Ability Modifiers: +1 STR, -1 DEX, +1 MAG

Alignment: Neutral

STARBORNE PROGENY *Rare (11-12 on 2D)*

A nomadic race that travels amongst the stars.

Ability Modifiers: -1 STR, +1 PER, +1 DEX

Alignment: Evil

HALF BREEDS

At the GH's discretion, an optional "half breeds" rule may be used by the player to create unique species made from the combination of two separate species. Creating a half breed species follows the same steps as creating a normal character, except for the following differences:

- 1. Choose Two Species:** The player first decides which two separate species they wish to combine. Note that the host may disallow certain combinations from forming, or rule that only certain species can breed with others.
- 2. Merge Primary Abilities:** Add each starting primary ability from both species together, then divide the results by 2.
- 3. Choose Four Perks:** Choose two perks from each species that the half breed character will have (e.g. two perks from species A, two perks from species B).
- 5. Merge Speed:** Add together the two speed scores of both species, then divide the result by 2 (rounding down).
- 6. Combine Sizes:** If the two species are of the same body heights or types (e.g. both large in height), then the half breed is the same size. However, if the two species are sizes small and large, the half breed is of a medium size. Likewise, if the pure breed species are slim and stout, the half breed has a body type of average.
- If the body heights or types are one size different (e.g. one parent species is small and the other medium), the player may choose between the two sizes that the new character will be.
- 7. Determine Races:** After the creature's racial frequency (e.g. common, uncommon or rare) has been determined (see page 21), the player may choose which of the two eligible races (from either species) the half breed character will be.

CUSTOM SPECIES

In *Open Adventure*, players can create custom creature types not listed in this book. When creating a new species, it is assumed the character will be a humanoid of the small, medium or large size. For exotic species of different sizes or body shapes, discuss the details with the game host to insure appropriate balance of capabilities.

- 1. Name the Species:** The species should be given an imaginative name that best describes the theme or style of the creature type.
- 2. Assign Ability Scores:** Assign the following scores to each of the species' seven primary abilities: 6, 4, 4, 2, 2, 2, 0. Additionally, a species' speed should begin at 5 (slow), 6 (normal) or 7 (fast).
- 3. Choose Four Perks:** Pick four perks that fit the capabilities of the species. Read the list of available perks starting on page 48.
- 5. Choose the Species' Size:** The species can be either

small, medium or large. Each size can have one of three body types, which represents the girth of the character: slim, average or stout. See page 46 for character sizes.

6. Create Three Races: Each Species must have three races associated with them. Each race must either be common, uncommon or rare. Races have two primary traits that gain a +1 bonus and one trait with a -1 penalty. Additionally, each race has a starting alignment of either good, neutral or evil.

II. GROWTH: CHOOSE A TRADE & PROFESSION

The player chooses a trade for the character. The PC must pass a qualification test to pursue the trade. Once in a trade, the character must undertake a related profession.

Young Adulthood

From childhood, the character grows older and approaches young adulthood. This process begins approximately during the first 2/5 of the PC's lifespan. As a young adult, the character begins looking to wider horizons.

TRADES

As a young adult the PC pursues 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 below for more details).

There are 15 trades available (see page 33), 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 befitting of their personality.

Qualifying for a Trade

Before the character can enter a trade, they must meet the minimum requirements of that trade, known as **Qualifying**.

The player compares the primary ability 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 abilities listed for the trade, the PC automatically qualifies, and may enter the trade to pursue a profession.

FOR EXAMPLE, a character with an intelligence 4 and dexterity 6 would automatically qualify for the engineering trade.

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.

TRADES

Trade	Qualifications
Academia	INT 3+, CHA 5+
Agriculture	INT 3+, VIT 2+
Artistry	STR 2+, DEX 4+
Crime	STR 2+, DEX 3+
Engineering	INT 3+, DEX 5+
Expedition	STR 4+, PER 2+
Forage	PER 2+, VIT 3+
Labor	STR 4+, PER 2+
Market	PER 4+, CHA 3+
Military	DEX 3+, VIT 4+
Ministry	STR 4+, PER 3+
Occult	INT 2+, CHA 5+, MAG 3+
Primitive	None (Automatic)
Science	PER 3+, INT 5+
Theology	CHA 2+, VIT 5+, MAG 3+

Qualification Test: To qualify for a trade, the character makes an ability test (see page 10) for each ability score that is below the minimum (they may still attempt the test even if their ability score is 0 or less). The target number to meet or pass is the minimum score needed for the trade. If the character passes all required ability tests, they become qualified for the trade.

FOR EXAMPLE, the PC has a strength 3 and perception 4. They attempt to join the expedition trade, which requires a minimum of strength 4+ and perception 2+. Since the character's strength is too low, they attempt to qualify for entry by making a strength-based ability test.

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

Characters may only make one qualification test per ability per trade. However, each player may choose to re-roll all ability tests for a single trade of their choosing. This re-roll may only be done once per character creation. If the player chooses to re-roll, they *must* use the second dice result.

Failing a Qualification Test: If the character fails a qualification test, they cannot enter that trade. The player should include such an event as part of the character's background. The PC may not have been able to enter a trade for numerous reasons. Examples may include the character not being ready for the demands of the trade, deciding to pursue another path early in their profession or being forced to leave due to injury, illness or social bond.

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 or personal wealth are assumed to be in the primitive trade. See page 35 for details about this special trade.

Entering a Trade

After the character has entered a trade, they gain a number of bonuses listed for that trade. Players should refer to the individual trade for a list of the bonuses and write down any changes to the character's abilities.

Information about each trade is as follows:

Qualification: Denotes the minimum ability scores the character must attain either naturally or through a qualification test. See page 31 for details about qualification tests.

Example Professions: A list of professions the character can pursue after taking up the trade. See professions on page 32.

Trade Bonuses: Bonus modifiers to the character's primary and secondary abilities. These bonuses are gained after entering the trade.

Standard of Living: A relative measure of wealth provided to the character by their profession. Used when determining the character's starting wealth (page 53).

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 "pirate"). Players may choose any profession or title they wish for their character, or create a custom one of their choosing, so long as it adheres to the following two rules:

- 1) The profession is permitted by the game host
- 2) The profession's responsibilities and obligations are appropriate for the character's trade

FOR EXAMPLE, after joining the artistry trade, the character decides to take on the profession of a "dancer".

Note: 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

Anytime the character performs an ability test that involves an action which the GH decrees is within the responsibilities or knowledge-set of the character's profession, that action is considered "trained" and affords the character advantage when making the test. See page 11 for more details on trained ability tests.

FOR 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, and, since the character's profession is that of a thief, grants that character advantage to their lock picking ability test.

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

Multiple Professions

A character may, at the player's choosing, take on one additional profession. This secondary profession may be of the same or of a new trade. If the new profession is not in the same trade as the PC's original profession, the character must qualify for the new trade as normal, before entering that trade.

Because the character has chosen to split their time and attention between two professions, rather than focus solely on one, the character loses any "additional bonuses" normally provided by either trade. Additionally, the character only benefits from their first trades primary ability bonuses and standard of living.

However, the benefits to two professions are that the character is considered "trained" in all abilities related to both professions. See page 10 for information on trained skills.

TRADES LIST (ALPHABETICAL)

ACADEMIA

Standard of Living: High

Qualification: INT 3+, CHA 5+

Academia is the body of education and knowledge established by scholars, teachers and students who engage in higher education and research. Academia involves study, training and research at either a university, library or academy.

Example Professions: archaeologist, historian, cartographer, field researcher, linguist, paleontologist, professor, scholar, sensei / sifu, treasure hunter

TRADE FEATURES

Primary Ability Bonuses: +1 PER, +1 CHA

Additional Bonuses: An intelligence ability gains +1 skill point, a charisma ability gains +1 skill point and the character gains +2 wisdom.

AGRICULTURE

Standard of Living: Low

Qualification: INT 3+, VIT 2+

Agriculture is the cultivation of animals, plants and fungi for food, medicine, clothes and other supplies

used to sustain and advance societies. Agriculture typically involves cultivating fields, managing domesticated animals, harvesting crops and processing and selling animal and plant-based products.

Example Professions: farmer, animal handler, breeder, cowboy, farmhand, forester, gardener, homesteader, shepherd and steward

TRADE FEATURES

Primary Ability Bonuses: +1 STR, +1 DEX

Additional Bonuses: A strength ability gains +1 skill point, a dexterity ability gains +1 skill point and the character gains +1 willpower and +2 wisdom.

ARTISTRY

Standard of Living: Middle

Qualification: STR 2+, DEX 4+

Artistry is the ability to create visual, auditory or performing artworks, expressing the performer's imaginative or technical skill-sets, intended to be appreciated for their beauty or emotional power. Artistry typically involves creating paintings, sculptures and decorative or performance art including singing, music and acting.

Example Professions: minstrel, actor, artisan, athlete, comic / jester, crafter, dancer, escort, gladiator, performer

TRADE FEATURES

Primary Ability Bonuses: +1 CHA, +1 VIT

Additional Bonuses: An intelligence ability gains +1 skill point, a charisma ability gains +1 skill point and the character gains +1 reflex and +1 wisdom.

CRIME

Standard of Living: Low

Qualification: STR 2+, DEX 3+

Crime is the dark and secretive arts 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.

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

TRADE FEATURES

Primary Ability Bonuses: +1 PER, +1 CHA

Additional Bonuses: A strength ability gains +2 skill points and the character gains +1 fortitude and +1

valor.

ENGINEERING

Standard of Living: High

Qualification: INT 3+, DEX 5+

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

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

TRADE FEATURES

Primary Ability Bonuses: +1 STR, +1 INT

Additional Bonuses: A perception ability gains +1 skill point, a dexterity ability gains +1 skill point and the character gains +2 language points (any).

EXPEDITION

Standard of Living: Middle

Qualification: STR 4+, DEX 2+

The act of searching or traveling for the purpose of discovery, pilgrimage or transporting characters or resources from one region to the next. Explorers travel great distances in efforts of pilgrimage, migration, transportation or discovery.

Example Professions: adventurer, captain, explorer, pathfinder / outrider, teamster, guide, pilgrim / seeker, pilot, pioneer, sailor

TRADE FEATURES

Primary Ability Bonuses: +1 DEX, +1 VIT

Additional Bonuses: A perception ability gains +1 skill point, a charisma ability gains +1 skill point and the character gains +2 language points (any).

FORAGE

Standard of Living: Poverty

Qualification: PER 2+, VIT 3+

The search for natural food sources by hunting, fishing and 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.

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

TRADE FEATURES

Primary Ability Bonuses: +1 PER, +1 DEX

Additional Bonuses: A perception ability gains +1 skill point, a dexterity ability gains +1 skill point and the character gains +1 reflex and +1 valor.

LABOR

Standard of Living: Low

Qualification: STR 4+, PER 2+

Manual work performed by unskilled characters, tradesmen or specialists. Labor is often hard and grueling work that requires a set of specialized talents. Laborers toil over their trade for a finished product or service to others.

Example Professions: baker / cook, blacksmith, butcher, carpenter, courier, laborer, leathersmith, mechanic, miner, servant

TRADE FEATURES

Primary Ability Bonuses: +1 DEX, +1 VIT

Additional Bonuses: A dexterity ability gains +2 skill points and the character gains +2 fortitude.

MARKET

Standard of Living: Middle

Qualification: PER 4+, CHA 3+

The mercantile industry is one of trade, commerce and economics. Merchants commonly employ negotiation and bargaining to forge alliances and new enterprises.

Example Professions: auctioneer / negotiator, broker, entrepreneur, investor, merchant / vendor, merchant marine, overseer, peddler, proprietor, trader

TRADE FEATURES

Primary Ability Bonuses: +1 PER, +1 INT

Additional Bonuses: A charisma ability gains +2 skill points and the character gains +2 language points (any).

MILITARY

Standard of Living: Middle

Qualification: DEX 3+, VIT 4+

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

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

TRADE FEATURES

Primary Ability Bonuses: +1 STR, +1 VIT

Additional Bonuses: A strength ability gains +1 skill point, a perception ability gains +1 skill point and the character gains +2 valor.

MINISTRY

Standard of Living: Middle

Qualification: STR 4+, PER 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.

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

TRADE FEATURES

Primary Ability Bonuses: +1 STR, +1 PER

Additional Bonuses: A dexterity ability gains +2 skill points and the character gains +2 language points (any).

OCCULT

Standard of Living: Wealthy

Qualification: INT 2+, CHA 5+, MAG 3+

A widely feared and misunderstood trade. These are the men 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.

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

TRADE FEATURES

Primary Ability Bonuses: +1 INT, +1 MAG

Additional Bonuses: An intelligence ability gains +2 skill points and the character gains +2 willpower.

PRIMITIVE

Standard of Living: Poverty

Qualification: None (Automatic)

Though technically a trade, primitivism is more of a lifestyle, devoid of a regular job. Instead, those who live this primeval way are often devoid of money, luxuries and other trappings of daily life. Either by choice, or forced into this archaic order, most primitives are take up a life of a nomad, barbarism or hermitage.

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

TRADE FEATURES

Primary Ability Bonuses: +1 STR, +1 DEX

Additional Bonuses: A strength ability gains +1 skill point, a perception ability gains +1 skill point and the character gains +1 fortitude and +1 willpower.

SCIENCE

Standard of Living: High

Qualification: PER 3+, INT 5+

The science trade is made of experts, examiners and scientists who thirst for knowledge and understanding of the cosmos. Science experiments with the fringes of what is understood about the known universe.

Example Professions: astronomer, astronaut, biologist, chemist, doctor / healer / veterinarian, geologist, mathematician, physicist, psychologist, theoretician

TRADE FEATURES

Primary Ability Bonuses: +1 INT, +1 CHA

Additional Bonuses: An intelligence ability gains +2 skill points and the character gains +2 reflex.

THEOLOGY

Standard of Living: Wealthy

Qualification: CHA 2+, VIT 5+, MAG 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 strengthen-

ing their faith through the use of prayer, text, and practice.

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

TRADE FEATURES

Primary Ability Bonuses: +1 CHA, +1 MAG

Additional Bonuses: An intelligence ability gains +1 skill point, a charisma ability gains +1 skill point and the character gains +2 language points (any).

III. REVELATION: CHOOSE AN ARCHETYPE

The player chooses one archetype for the character and records all of its abilities & characteristics.

Archetypes represent a life path chosen by the character after a culmination of choices made and events occurred throughout their background. Archetypes can be thought of as a combination of broad characteristics, acumen and capabilities developed over years of training and experience, acquired once the character reaches adulthood.

Each archetype offers unique strengths, weaknesses and characteristics to a PC, and should be chosen carefully, depending on the intended style of play of the deciding player.

FOR 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 being of the warrior archetype.

In total, there are seven archetypes that the player chooses from: arcanist, disciple, luminary, fighter, marksman, scout or warrior. The details of each archetype are described below, starting on page 36.

Note: The GH may disallow certain archetypes, depending on the adventure style.

ARCANIST

Primary Bonuses: +1 MAG, +1 INT

Extra Modifiers: +2 WIS, +2 REF, +1 WILL

Speed: -1 Speed

Health Points: Gains 1D-1 HP per level

The arcanist is perhaps the most mysterious and enigmatic of all the archetypes. Magicians and psionicists are known collectively as “arcans”, 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.

ARCHETYPES

Archetype	Proficiency	Pg.
Arcanist	Spells & psionics	36
Disciple	Religious & spiritual magic	37
Fighter	Unarmed combat	39
Luminary	Diplomacy, command & appeal	40
Marksman	Ranged combat	41
Scout	Skills & intellect	42
Warrior	Melee weapon combat	43

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 the flow of magical powers, arcanists must often concentrate on meditation or study of 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 78). 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).

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. The arcanist gains +1% additional XP, per experience level, every time they gain experience points.

Danger Sense

Arcanists can train to have a supernatural intuition when danger lurks nearby. The player may spend 1 stamina point to re-roll their next reflex save test (up to a maximum of three times). If they do so, they must take the last roll made (unless they choose to use this talent again).

Before using danger sense, the arcanist must concentrate for 1 minute. Danger sense allows the arcanist to see into the future up to a number of days equal to their magic score. Once 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 grade II magic of the chosen type(s) (in addition to grade I). If only one form was chosen, at 10th level the arcanist may use grade III magic of the chosen type (in addition to grade I & II).

Psychic

Arcanists can train to have 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 paying the cast cost or memorization (see magic details on page XYZ).

ADVANCED ARCANIST TALENTS

At 8th level, arcanists may train in one of the two talents listed below.

Future Glimpse

Arcanists can train to have fleeting visions of the future flash into their thoughts. Once per day, the arcanist may concentrate for 1 minute to see into the future up to a number of days equal to their magic score. When the arcanist is glimpsing into the future, the player makes a standard roll and keeps the result.

At a later time, the player may replace any standard roll they would make with that of the roll result they made this way. If left unused, the player loses the roll after the number of days have elapsed.

Postcognition

Arcanists can train to conjure up visions of the past concerning their surrounding area or an object they're touching. At the time postcognition is used, choose one of the following effects:

- **Events:** The GH will reveal one significant fact or event that took place related to the object or area
- **Truth:** The player may ask the GH any three questions regarding the area or object that can be answered with a "yes" or "no" response

The arcanist's visions extend out to 10 volume from the space they're standing. Before using postcognition, the arcanist must concentrate for 1 minute. Postcognition allows the arcanist to see into the past up to a number of days equal to their magic score. Once used, postcognition cannot be used again until after the arcanist completes a short rest.

MASTER ARCANIST TALENTS

At 9th level, arcanists may train in one of the two talents listed below.

Bend Reality

Arcanists can train to possess a latent ability to bend and warp reality in their favor. Select one of the fol-

lowing abilities:

- A creature of the arcanist's choice within 12 spaces has disadvantage on their next roll
- The arcanist gains advantage on their next roll
- The arcanist gains +2★ on their next attack
- The arcanist may perform a delayed action as if it were a free action

Once an ability has been selected, it cannot be changed later. Once used, bend reality lasts until the end of the round, and cannot be performed again until after the arcanist completes a long rest.

Metamagic

Arcanists can train to channel their supernatural energies to empower a magical spell or psionic beyond its normal limits. When using metamagic, the arcanist must pay at least +50% the normal cast cost of the spell or psionic to have one of the following abilities applied to their magic being cast:

- **Enlarge:** The range of the magic being cast is doubled
- **Extend:** The duration of the magic being cast is increased by 50% (durations of instant or permanent are not affected)
- **Quicken:** The cast time of the magic being cast is reduced by 50% (note that a half-turn action is reduced to a free action)

The increased cast cost for using metamagic must be paid using MP/PSI of one or more of the same type as that of the magic being cast. Once used, metamagic cannot be performed again until after the arcanist completes a long rest.

DISCIPLE

Primary Bonuses: +1 VIT, +1 MAG

Speed: -1 Speed

Health Points: Gains 1D+1 HP per level

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 chosen to live a life of dedication and faith. Religion is often, but not necessarily, important to a disciple, 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 share the same alignment as that of their deity.

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

A disciple may become ardent once more by righting the above mentioned wrongs, and devoting 6 hours to prayer and apology.

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, and of any 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.

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-turn 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 their ally (player'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 grade II and grade III white magic, green magic or black magic (if their alignment is good, neutral or evil, respectively). To use this perk, the disciple must be considered ardent with their deity or spiritual force at the time of casting the magic.

ADVANCED DISCIPLE TALENTS

At 8th level, disciples may train in one of the two talents listed below.

Conferral

Disciples can train to have within them mystical

powers that can be called upon freely. Choose one of the following spells: "bless", "commune" or "cure blindness/deafness". Once chosen, this selection cannot be changed later. The disciple may cast one instance of the chosen spell without paying the cast cost or memorization (see magic details on page XYZ).

Lay on Hands

Disciples can train to focus their positive (or negative) energies into their hands. After concentrating for 1 minute, they may touch a creature and use the following ability (depending on their alignment):

Good Alignment: The touched creature regains a number of HP equal to twice the disciple's level.

Neutral Alignment: The touched creature is cured of all bleed, confuse and exhaustion conditions.

Evil Alignment: The touched creature is cured of all diseases and poisons.

Once used, lay on hands cannot be used again until after the disciple completes a short rest. Lay on hands has no effect on construct creatures (including androids).

MASTER DISCIPLE TALENTS

At 9th level, disciples may train in one of the two talents listed below.

Exorcism

Disciples can train to allow the power of their deity or spiritual force to flow through them, giving them wondrous powers to hinder (or dominate) creatures. If the disciple equips their holy symbol and concentrate as a half-turn action, they may make a wisdom test. That many levels-worth of creatures are exorcised (if there is a tie or the order of which creature is exorcised first must be decided, start with the lowest leveled creatures followed by those closest to the disciple, with additional ties decided by the player), up to 12 spaces away.

The exorcised creatures must perform a willpower save test versus a TN equal to the disciple's wisdom test result. The disciple gains the following abilities over any creature(s) that failed their willpower test (depending on the disciple's alignment):

Good Alignment: Disciples may choose to either "destroy", "rout", or "inhibit" undead creatures:

- **Destroy:** The undead suffer divine damage equal to the number they failed their test by.
- **Rout:** The disciple causes each of the undead to panic for 1 minute.
- **Inhibit:** The disciple prevents the undead creatures from being "commanded" or "bolstered" (player's choice), for up to 1 segment.

Neutral Alignment: Disciples may choose to either "command" or "rout" non-magical beasts.

- **Command:** The beasts are under the disciple's

mental control and will obey their commands (though they will resist commands contrary to their nature or alignment), for up to a number of hours equal to the number they failed their test by.

- **Rout:** The disciple causes each of the beasts to panic for 1 minute.

Evil Alignment: Disciples may choose to either “command”, “rebuke”, or “bolster” undead creatures:

- **Command:** The undead are under the disciple’s total mental control, for up to a number of minutes equal to the number they failed their test by.
- **Rebuke:** The disciple causes each affected undead creature to become paralyzed. They may make a fortitude save once per minute to remove this condition.
- **Bolster:** The disciple prevents the undead creatures from being “destroyed” or “inhibited” (player’s choice), for up to 1 segment.

Supernal Strength

Disciples can train to wield heavy weapons and a shield. The disciple may wield a two-handed weapon in one hand and simultaneously don a shield in the other hand.

Once used, conferral cannot be used again until after the disciple completes a short rest.

FIGHTER

Primary Bonuses: +1 STR, +1 DEX

Speed: +1 Speed

Health Points: Gains 1D-1 HP per level

The fighter is a martial artist and specialist in unarmed hand-to-hand combat. They’re experts at moving quickly, nimbly and out of the way of incoming danger. Most prefer to kick, strike or wrestle rather than take up arms.

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

Martial Artisans: To maintain mastery over their own body and mind, fighters must often meditate and train in their chosen martial style. Once a day, every fighter must devote 2 hours to meditation and 2 hours to martial training. If they do not, their prowess in combat will falter.

After a number of days equal to their level (minimum 1) of no meditation and training, the fighter loses all abilities and bonuses from any martial styles they’re trained in (see martial styles on page XYZ). The fighter may regain these bonuses and abilities by meditating and training for 8 hours.

BASIC FIGHTER TALENTS

At 0th level, fighters may train in one of the two tal-

ents listed below.

Action Surge

Fighters can train to accelerate their movements to incredible speeds for a short moment. The fighter may perform any one half-turn action as a free action, until end of turn.

Once used, action surge cannot be used again until after the fighter completes a short rest.

Dash Strike

Fighters can train to charge forward and attack with blinding speed. As a half-turn action, the fighter moves (up to their SPD) then immediately performs an unarmed attack with advantage. Once used, dash strike cannot be used again until after the fighter completes a short rest.

Additionally, the fighter gains +1 speed at levels 3, 6 and 9 (these bonuses are lost if this talent is forgotten).

INTERMEDIATE FIGHTER TALENTS

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

Cyclone Strike

Fighters can train to perform a stunning spin attack against their enemies. As a half-turn action, the fighter may perform a strike or kick attack with advantage and sweep. If a defender suffers 1 or more points of damage from this attack, they are stunned for that many rounds, instead.

Slow Fall

Fighters can train to reduce their falling speed. When falling adjacent to a wall or other solid object, the fighter may reduce their falling speed by one-half the normal speed, and reduce the effective distance fallen by -10 spaces.

ADVANCED FIGHTER TALENTS

At 6th level, fighters may train in one of the two talents listed below.

Acrobatics

Fighters can train to jump, flip or roll over obstructions and hindrances with ease. When moving in tactical time, the fighter may treat moderate terrain as if it were easy terrain. In addition, they may move over or through spaces occupied by enemy NPCs, and obstacles of their height or less, as if they were difficult terrain by performing a leap, handspring, pole-vault or other means of acrobatics.

Additionally, 1*FP* may be expended to reroll any ability test involving swimming, climbing, jumping or parkour. The player must take the second roll unless they choose to use this feature multiple times (paying the SP cost each time).

Vanish

Fighters can train to concentrate as a full-turn action to cause themselves to seemingly vanish into thin air

for a short period. The fighter becomes invisible for a number of rounds equal to their experience level. While invisible, they may move and perform actions and will remain hidden unless they make an attack, cast magic or suffer damage.

Once used, vanish cannot be used again until after the fighter completes a long rest.

MASTER FIGHTER TALENTS

At 9th level, fighters may train in one of the two talents listed below.

Heal Self

Fighters can train to concentrate for a full-turn action to regain number of HP equal to their experience level. Once used, heal self cannot be used again until after the fighter completes a long rest.

[Special]

Insert Special

LUMINARY

Primary Bonuses: +1 PER, +1 CHA

Extra Modifiers: -1 Stamina

Health Points: Gains 1D-1 HP per level

Luminaries are the rare few who can command an army, orate a great speech, perform works of art and talk their way out of dangerous and tense situations.

As resourceful individuals; luminaries come from many walks of life but all share a delight, and affinity, for talking to their fellow comrades. While many luminaries are socialites of honest trade—such as merchants, ambassadors or diplomats—many others use their charismatic nature to con or swindle unsuspecting victims.

Eminent Magnates: To maintain their prestige in the eyes of their allies, luminaries must either practice their artistic craft, or maintain their leadership role.

Artistic luminaries must often practice and train in their chosen craft (singing, musical instruments, acting, comedy, etc.). Once a day, such luminaries must devote 4 hours to practicing their art. If they do not practice for a day or more, their effect on others will falter, giving them disadvantage on all charisma-based ability tests. Artistic luminaries can regain their allure by devoting 8 hours to practicing of their art.

Leadership luminaries must maintain a professional repute in front of their allies. Such luminaries must never possess one or more of the following vices: cowardly, prejudice, deceptive or reckless. If the luminary gains one or more of these vices, they permanently gain a -1 valor penalty per day (up to a maximum valor of -5) or until they no longer have the vices.

BASIC LUMINARY TALENTS

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

Inspire

Luminaries can train to use rousing words and stirring speeches or songs to inspire other characters. Each character (other than the luminary) who heard the luminaries' inspiring words gains advantage on one ability test or attack of their choice, within a number of rounds equal to the luminaries' level (minimum 1).

Once used, inspire cannot be used again until after the luminary completes a short rest.

Demoralize

Luminaries can train to use cutting words to hinder, mock and discourage their enemies. As a full-turn action, the luminary may attempt to influence the morale of their enemies. All enemies who can hear the luminary must perform a willpower save. On a failure, they have disadvantage on their next ability test or attack (whichever comes first) or until a number of minutes equal to the luminaries' level (minimum 1) have elapsed.

Once used, demoralize cannot be used again until after the luminary completes a short rest.

INTERMEDIATE LUMINARY TALENTS

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

Rejuvenating Rest

Luminaries can train to help revitalize their allies through soothing music or oration during their down time. During a short rest, the luminary may give a healing performance that restores a number of stamina points equal to half of their level + 1D to each character that hears them (this roll is made separately for each character). If a character were to restore more stamina points than their maximum amount, they gain a number of HP equal to the remainder, up to a maximum equal to half of the character's level.

Rejuvenating rest can only be used once per day.

Battle Cry

As a half-turn action, the luminary lets out a battle cry. All characters within 3 spaces of the luminary that can hear the luminary gain a number of temporary HP equal to the luminaries' experience level. Any damage suffered by an affected character reduces the temporary HP first.

Health gained from battle cry overlaps but does not stack with other uses of this talent, even if another character uses a battle cry.

Battle cry lasts a number of rounds equal to half of the luminaries' charisma (minimum 1). Once used, battle cry cannot be used again until after the luminary completes a long rest.

ADVANCED LUMINARY TALENTS

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

Rallying Cry

As a half-turn action the luminary shouts a rallying cry. All characters within 3 spaces of the luminary that can hear them gain +X defense, where X is equal to one-half the level of the luminary. However, all affected characters have disadvantage when attacking. Rallying cry lasts a number of rounds equal to half of the luminaries' wisdom (minimum 1).

Call to Arms

As a half-turn action the luminary shouts a call to arms. All characters within 3 spaces of the luminary that can hear them gain +X attack, where X is equal to one-half the level of the luminary. However, all attacks targeting affected characters have advantage. Rallying cry lasts a number of rounds equal to half of the luminaries' valor (minimum 1).

MASTER LUMINARY TALENTS

At 9th level, luminaries may train in one of the two talents listed below.

Expertise

Luminaries can become experts in a variety of aptitudes surrounding their profession. The luminary is considered "trained" in all ability tests related to their trade, rather than just their profession.

Champion

Luminaries can train to perform heroic acts. The player begins each session with 1 additional "moment of triumph" (see the **INTERMEDIATE RULEBOOK** for details).

MARKSMAN

Primary Bonuses: +1 PER, +1 CHA

Extra Modifiers: -1 Stamina

Speed: +1 Speed

Health: Gains 1D HP per level

Marksmen are characters that have a reputation for deadly accuracy with ranged weaponry. Gunslingers, snipers and archers—they're known by many names, but their skill is always respected.

Through countless hours of training marksmen have improved eye-hand coordination and perception of their surroundings. With the right shot, marksmen can deliver a deadly shot from a distance—before the enemy ever had a chance to pose a threat.

Proficient Sharpshooters: Fill text

BASIC MARKSMAN TALENTS

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

Dodge Missiles

Marksmen can train to avoid incoming fire. The marksman has advantage when performing a dodge action against a ranged attack that targets them.

Point Blank

Marksmen can train to fight toe-to-toe with their enemies. When using a one-handed weapon, the marksman does not have disadvantage when performing a ranged attack that targets one or more adjacent creatures. Additionally, the marksman may parry attacks that target them using a one-handed ranged weapon. When guarding this way, the marksman's parry gains advantage.

INTERMEDIATE MARKSMAN TALENTS

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

Quick Draw

Marksmen can train to fire reflexively. At the start of combat, after initiative is rolled but before any character begins their turn, the marksman may make one attack with a one-handed ranged weapon, as a free action.

To use quick draw, the marksman cannot be surprised and must have their weapon equipped at the start of combat.

Sharpshoot

Marksmen can train to hit their mark, even when partially obscured. The marksman may treat any target with partial cover or concealment as if it has no cover or concealment (respectively). In addition, the marksman may ignore up to one ally when determining line of sight while performing a ranged attack.

ADVANCED MARKSMAN TALENTS

At 6th level, marksmen may train in one of the two talents listed below.

Rapid Fire

Marksmen can train to become fast shooters. When the marksman is wielding one or more one-handed ranged weapons, they may expend 1*f* to perform an extra attack once per every-other round, as a free-action. The stamina point cost must be paid each time rapid fire is used.

Longshot

Marksmen can train to fire their weapon in a long-distance arc. When attacking with a two-handed ranged weapon, the marksman may choose to double the range of that weapon; but has disadvantage when doing so.

Longshot can only be used if any ceiling or canopy above the marksman is equal to or higher than the extended range of the weapon. Once used, longshot cannot be used again until after the marksman completes a short rest.

MASTER MARKSMAN TALENTS

At 9th level, marksmen may train in one of the two talents listed below.

Flank Attack

Marksmen can train to out-maneuver their enemies. The marksman gains advantage when making a

ranged attack targeting a creature not facing their direction.

A creature is considered facing away if the marksman is perpendicular to or behind the creature at the time of the attack. If the direction of the creature is not known, then they are considered to be facing the direction of their last attack, the direction of their last movement or that of the game host's choice (in that order).

Precise Shot

Marksmen can train to make a decisive ranged attack. The marksman can make an aimed ranged attack with advantage using a one-handed weapon. The marksman may perform the aim as if it were a normal attack. If the attack deals 1 or more points of damage, the player must make a body region roll. The marksman's attack has the following effect (depending on where the defender is struck):

- **Head:** The defender is stunned or confused for 1 round (player's choice).
- **Arms/Hands:** The defender drops their weapon or item (player's choice).
- **Torso:** The defender bleeds or is slowed for 1 round (player's choice).
- **Legs/Feet:** The defender is slow for 1 round or falls prone (player's choice).

The player must declare they're using precise shot before the attack is made.

SCOUT

Primary Bonuses: +1 INT, +1 DEX

Extra Modifiers: -2 Wisdom

Speed: +2 Speed

Health: Gains 1D HP per level

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

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

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

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 practice skills of utility 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 is no longer considered "skilled" in abilities that they have 1 or more skill points in (see skills on page 10). The scout may regain their skilled status by practicing, studying and training for 8 hours.

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 difficult terrain of natural material (e.g. thickets, rocks, mud, etc.), nor can the scout be tracked by creatures equal to or less than their experience level.

Additionally, the scout has one favored terrain. Choose one of the following terrains: ocean, urban, swamp, jungle, grassland, desert, canyon, hill, mountain or underground. Once chosen, this selection cannot be changed later. Whenever the scout is within the chosen terrain, they gain advantage when performing one of the following ability tests (choose one):

- | | |
|-----------------|------------|
| • Handle Animal | • Search |
| • Hide | • Survival |
| • Navigation | • Swim |

The scout gains advantage on one additional ability test from the list above, when in the chosen terrain, for every two experience levels they are promoted (levels 2, 4, 6, 8 and 10).

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 (the creature must be living and have a discernible anatomy—undead, constructs, oozes, plants and incorporeals are immune to sneak attack).

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.

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 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 struck. The player may use any number of exult points rolled during the attack to influence the body region roll.

FOR 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 their attacks have advantage when attacking creatures that have not begun their turn during the first round of combat.

ADVANCED SCOUT TALENTS

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

Trap Seeker

Scouts can train to seek out and find traps naturally. If the scout moves adjacent to a trap (or trap trigger), the GH will make a search test on behalf of the scout to determine if the scout notices the trap. If successful, the host informs the player the scout senses a trap nearby (but not of its exact location). Additionally, the scout may find magical traps through normal searching (however, the scout must be actively looking for traps for them to be successful).

Favored Enemy

Scouts can train to become experts about a particular creature type and use that knowledge to assist them in exploiting its weaknesses. Choose one of the following creature types:

- Aberrations
- Beasts
- Celestials
- Dragons
- Fey
- Fiends
- Giants
- Humanoids

- Monstrosities
 - Undead
- If "humanoids" are chosen, the player must choose a specific subtype (e.g. "dwarf", "insectoid", "human", etc.). Once chosen, this selection cannot be changed later.

The scout has advantage when attacking a creature of their favored type. Additionally, the scout gains a +2 bonus whenever they perform an intelligence-based, charisma-based or perception-based skill test about or involving the chosen creature type.

MASTER SCOUT TALENTS

At 9th level, scouts may train in one of the two talents listed below.

Shadow Walk

Scouts can train to step from one shadow to another. When the scout is in twilight or darkness, they may perform a half-turn action to instantly move from their current space to another space of twilight or darkness (up to 12 spaces away). When the scout moves this way, the player may perform a hide skill test as a free action. If successful, the scout is automatically hidden in their new space.

Shadow walk can only be used once per minute.

Jack of All Trades

Scouts can train to take up any talent. In place of jack of trades, choose any other talent (from any archetype). The scout possesses that talent, instead.

WARRIOR

Primary Bonuses:	+1 STR, +1 VIT
Speed:	-2 Speed
Health Points:	Gains 1D+2 HP per level

Warriors are individual soldiers, mercenaries, bounty hunters or various types of combatants. They believe every problem can be solved with their favorite weapon, and choose Strength as their highest primary ability. Warriors are athletic, courageous in battle and prefer to stand toe-to-toe with any enemy that bars their path. Warriors are veterans of war, accumulating years of experience through tried and true methods of combat.

Courageous Fighters: Fill text

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 disadvantage from dual wielding (but their off-hand weapon still does).

Power Attack

Warriors can train to poise their weapon for a crush-

ing blow upon their enemy. As a half-turn action, the warrior may perform a melee attack using a two-handed melee weapon that is reduced by $-X$, where X is a number of the player's choice between 1 and the damage number of the warrior's weapon. If the attack would deal 1 or more points of damage, that attack gains +2 damage for every point in X .

The player must declare the warrior is using power attack (and choose a value for 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 slowing strikes. The warrior may perform a melee attack. If the defender suffers 1 or more points of damage, they suffer the slow condition for a number of minutes equal to the number of points of damage that would have been dealt, instead.

When the warrior reaches level 3, enfeebling strike also causes the creature to have disadvantage on all strength-based, dexterity-based and vitality-based ability tests. When the warrior reaches level 6, enfeebling strike also causes the creature to be stunned for a number of rounds equal to half the warrior's level.

Sweep Attack

Warriors can train to perform a spinning attack, targeting multiple enemies. As a half-turn action, the warrior may perform a melee attack with both advantage and sweep. If an enemy suffers 1 or more points of damage from sweep attack, they also are 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.

ADVANCED WARRIOR TALENTS

At 6th level, warriors may train in one of the two talents listed below.

Cleave

Warriors can train to perform a severing attack against their enemies. As a half-turn action, the warrior may perform a melee attack. If the attack dealt 1 or more points of damage, the warrior may immediately perform a second attack with the same weapon targeting a different character adjacent to them.

If the second attack dealt 1 or more points of damage, the player may roll 1D. On a 4-6, the warrior may perform an extra attack that targets a different character that is adjacent to them. The above process may be repeated (rolling 1D, and if the result is 4-6), performing an extra attack with the same weapon, until either the warrior decides to stop, the player rolls a 1-

3 or all adjacent enemies have been (or can be) attacked.

Embraced Opportunity

Warriors can train to seize control of opportune moments. Choose one of the following abilities: opportunity attack or opportunity defense. Once chosen, this selection cannot be changed later.

If opportunity attack was chosen, the warrior may perform one attack as both a delayed action and a free action. If opportunity defense was chosen, the warrior may perform one guard action (dodge, block or parry) as a free-action.

Once used, embraced opportunity cannot be performed again until the warrior completes a short rest.

MASTER WARRIOR TALENTS

At 9th level, warriors may train in one of the two talents listed below.

Die Hard

Warriors can train to remain resilient on the battlefield. If the warrior's HP is reduced to 0 or less, they do not immediately die. Instead, they become unconscious and dying. If their HP is reduced to a negative number equal to or greater-than their maximum HP, they die immediately.

If the warrior's HP is raised to 1 or higher, they no longer are dying (unless by another effect, such as the vacuum of space). However, they will remain unconscious for 1D rounds, and will be incapable of strenuous activity for a number of days equal to the maximum amount that their HP was reduced below 0 before recovering.

Final Stand

Warriors can train to bellow a thunderous war cry and stir into a frenzy in hopes of turning the tide of battle. If the warrior's HP is equal to or less than half ($\frac{1}{2}$) of their maximum, as a free action action they may perform a final stand. The warrior gains a number of temporary HP and SP equal to their current health points or stamina points, respectively (up to their normal maximums). Any loss in the warrior's HP or SP results in the loss of the temporary points first. In addition, all of the warrior's attacks gain advantage and counter deflect.

Immediately after completing their war cry (at twice the volume of normal talking), the warrior must make a valor test. Up to a number of levels worth of creatures who can hear or see the warrior take notice of their final stand (if there is a tie or the order of which creature notices first must be decided, start with the lowest leveled creatures followed by those closest to the warrior, with additional ties decided by the player), up to 6 spaces away.

The noticing creatures must perform a willpower save test versus a TN equal to the warrior's valor test result. Any creature(s) that failed their willpower test become provoked by the warrior until final stand ends.

Provoked creatures gain advantage on all attacks that target the warrior, but suffer disadvantage on all attacks that target other characters.

Final stand lasts a number of rounds equal to the warrior's level (minimum 1). Once finished, any remaining temporary HP or SP they have immediately disappears. Final stand cannot be used again until after the warrior completes a long rest.

DUAL-ARCHETYPES

The player may, at their discretion, use an optional "dual-archetypes" rule to have the character take on two archetypes (instead of the normal amount of one).

Creating a dual-archetypal character follows the same steps as creating a normal character, except for the following differences:

- 1. Choose Two Archetypes:** The player first decides which two separate archetypes they wish to combine. Note that the host may disallow certain combinations from forming, or rule that only certain combinations are allowed.
- 2. Merge Primary Abilities:** Choose one primary ability bonus from each archetype (for a total of two ability bonuses).
- 3. Merge Secondary Abilities:** The character gains all bonuses and penalties affecting any secondary or independent abilities from each archetype.

4. Determine Health: The character must always assume the most-restrictive of the choices between which dice roll is used to determine the number of health points gained each level.

5. Choose Eight Talents: Choose four talents from each of the two archetypes that will be available for the character to train in (e.g. four talents from archetype A, four talents from archetype B). Once chosen, this selection cannot be changed later.

For rules-purposes, the character is assumed to be both archetypes simultaneously. Any magic, ability, effect or rule that affects an archetype that the character is a part of, will effect them normally (at full effect). If a rule were to affect both archetypes of the character, the effects overlap but do not stack.

IV: ADDITIONAL CHARACTER DETAILS

The next step to creating the player-character is to fill in an assortment of miscellaneous information. 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, background, alignment and physical size.

PLAYER-CHARACTER NAME

The player must choose a name for the character that is appropriate to the fantasy or science fiction genre in which the party will be adventuring. Consult with the host for details about the fantasy world the ad-

venture will be taking place in.

FOR EXAMPLE, if the adventure was based off a real-world civilization, culture or canon; a name from that time or place would be most appropriate.

Additionally, the player should consider the gender and species of the PC, as each often has certain inflections. If the player is uncertain of what name to use, they may use one of their own creation that has a fantastic or futuristic tone. Players should take care in choosing a name, as they may end up playing the character for many years; making it important that they enjoy and are proud of the PC's name.

PERSONALITY

Players should take a moment to ponder over how the character speaks, their mannerisms, the way they dress, how they like to spend their money, how they spend their non-adventuring time, and other details concerning their personality.

BACKGROUND

Adolescence

From birth the character grows into an adolescent, learning the lessons of life, taking on training and forging friendships along the way. The game host will provide the player with basic information about the homeland the PC was born into, as well as any pertinent material about the character's family or childhood backstory. This information may include:

Homeland: The location of the PC's homeland (usually marked on an overland or galactic map of the GH's fantasy-world), the relationship between the character's homeland and other nations and any significant geography, climate or regional history.

Family / Household: Information about the family of the character; including prominent members, social class, ancestry or reputation.

Life Events: Details concerning any life events that affected or shaped the childhood or life of the character, such as the death of a family member or friend, an extraordinary discovery or traveling to a new land.

Religions: Specifics about what religion, if any, the character adheres to. In fantasy genres religious organizations have great influences and can help or hinder an 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 inhabit other worlds. Religious orders may even span across the stars.

Adulthood (Prior to Their First Adventure)

Additionally, information about how the character spent their young adulthood and the years after taking up their trade can prove pertinent. This information may include:

Trade / Profession: Details about the character's profession, such as their training prior to their employ-

ment, the challenges of their job, previous careers in their trade or personal growth and experience from their years of work.

Mystery: Unusual, unexplained or exotic events that happened in the character's life could lead to a significant event, such as a conspiracy/secret society, a natural phenomenon or unexplained anomaly, the revealing of the true identity or significance of a character or item, an unexplained or unusual crime, or the sudden disappearance (or reemergence) of a person or object.

Previous Adventures: If the character has been on one or more previous adventures, those expeditions could have lead to important events, such as survival of a trap, betrayal by a fellow adventurer or quest giver, surviving a failed expedition or participation in a monumental/historic campaign.

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 level than that of the PC, and typically resides in the same homeland, trade or order (see below) 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 and are made of individual characters or 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 kill 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. Many 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 game 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 and evil, and right and 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

Cultural Alignment: During the first step of player-

character creation, the character is assumed to have been raised in the same cultural alignment as that of their race (see page 20).

Changing Alignments: However, in this final step, the player may choose to change the character's alignment by shifting it one "axis" in a direction of their choosing (from good to neutral, evil to neutral or neutral to good or evil).

Use the table below by reading the left-most column (which represents the PC's cultural alignment). The top row represents the desired alignment of the player. The result is the combination of the two types.

ALIGNMENT SELECTION

Alignment	Good	Neutral	Evil
Good	G	N	N
Neutral	G	N	E
Evil	N	N	E

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

It is assumed that all player-characters are either "small", "medium" or "large" (being 1, 2 or 3 spaces tall, respectively). For rules-purposes, one space within the game world equals 1 meter in a real-world context (see page 68 for details on spaces). Players wanting to play more exotic creature variants of different sizes should see the optional "custom character" rules on page 47, or discuss with the game host about such matters.

Small Characters: Creatures of small stature are approximately 1 space tall and $\frac{1}{2}$ 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). Small creatures begin with -1 strength and -1 vitality. However, they also begin with +2 dexterity.

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	$\frac{1}{2}$ 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 (only 1-10)

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).

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

Large Characters: Creatures of large stature are approximately 2 spaces tall and 2 spaces wide. Large characters have a natural arm reach of 2 spaces away.

Large creatures begin with +1 strength and +1 vitality. However, they also begin 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 75 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).

Note: The amount of food the character must eat per day is also affected by their body type. See page 55 for details on meals.

V. CUSTOMIZE YOUR CHARACTER

The player distributes 5 additional points amongst the seven primary abilities (in any order).

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 obeyed, when distributing these points:

1. No primary ability (except magic) can have a score of less than 1.

2. 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 78 for details on XP). Low primary abilities take away experience points every time they gain XP.

Note: The magic primary ability is excluded from this rule.

XP. BONUSES & PENALTIES

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

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.

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

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:

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, language points and so forth. Note that a character's height and body type (see size on page 46) will provide additional modifiers to their abilities.

2. Calculate Secondary Abilities: Refer to page 9 for

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

PERKS LIST

Below is a list of perks players can use when creating custom creatures (see page 47 for instructions on how to create a custom creature).

The perks listed here are the same as used in the species available during normal character creation. However, there are considerably more perks listed in this section that are *not* showcased during normal character creation in hopes of offering additional choices to players who wish to designing their own species.

GENERAL PERKS

General perks are special abilities that some characters may possess. They are not magical in nature and considered universal enough to fit a wide-range of humanoid creatures.

Fear Resistance

You have +2 will against fear and charm magic, effects and abilities.

Heal Self

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

Hold Breath

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

Improved Climb

You have +2 to climb skill tests and +2 MV when traveling through vertical terrain.

Improved Jump

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

Improved Listen

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

Improved Reflexes

You have +2 to initiative and +2 reflex against traps.

Improved Stealth

When you take this feat, choose a terrain type. You gain +2 to stealth skill tests (hide, sneak, sleight of hand) when the skill test is performed in the chosen terrain type.

Improved Swim

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

Nimble Fall

You have +2 defense against wrestling and +2 defense against attacks that would knock you prone. You negate 2 crush damage from falling per fall.

Poison Resistance

You have immunity to disease and +1 fortitude against poison & paralysis.

Sprint

You may spend 1*H* to gain double the number of remaining movement points you have for this turn, until end of turn.

SUPERNATURAL PERKS

Super natural perks are magical in nature, and can be affected by spells, psionics or magical items that would interfere or alter magical abilities. These perks usually only apply to naturally magical creatures or a special bloodline of humanoids.

Dark Vision

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

Heat Vision

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

Illusion Resistance

You can see characters with invisibility up to 6 spaces away. You have +1 to skill tests against illusions, +1 to save tests against illusions and +1 defense against illusions.

Magic Resistance

You are immune to paralysis and have +2 will against spells and abilities that use mana.

Psionics Resistance

You are immune to telepathy and have +2 will against psionics and abilities that use psi.

Speak With Animals

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

Speak With Plants

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

NON-HUMAN PERKS

Non-human perks are special abilities often granted to animalistic, robotic or other non-human creatures (though certain special humanoids may possess a select number of these perks).

Amphibious

You can breath under water up to x5 longer than you would normally be able to hold your breath.

Blindsight

Through echolocation, smell, vibrations, magic or other extraordinary senses, you can sense the location of objects and characters up to 3 spaces away

(whether or not you have normal sight). You cannot discern colors or read words with blindsight. Blindsight is not affected by light-based attacks but may be vulnerable to sound-based attacks if you rely on sound to use blindsight.

Breath Attack

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

Burrow

You may travel through soft soil or dirt (see page 70 for details about moving underground). This feat cannot be used to travel through rock, metal or other hard surfaces.

Change Shape

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

Cold Blooded

You are immune to overheating due to weather, personal clothing, etc. but you suffer x2 the number of penalties from cold effects, abilities and magic.

Constrict

When grappling with an enemy, if you manage to change their wrestling position to "take-down", you may surround them and begin crushing them. You may spend a full-turn action to perform a grappling attack with +2 crush damage. This perk takes up two feat slots instead of one.

Far Sight

You have the ability to focus your eyes and see distant characters and objects x2 or x4 farther than normal (choose one). Once chosen, far sight cannot be changed later. If you chose to see x4 farther, this feat takes up two feat slots instead of one.

Flying Wings

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

Gliding Wings

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

Large Tail

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

Multi-Armed

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

Natural Armor

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

Natural Attack

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

Prehensile Tail

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

Quadruped

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

Sense Scent

You have a superior sense of smell that may detect the presence of characters and scented objects up to a distance equal to x2 your perception (in spaces). Sense scent does not reveal to you the direction or distance to the target. To gather additional information about the object or character, you must perform a successful search skill test.

Sonic Attack

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

Stench Attack

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

Sticky Tongue

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

While stuck, the targeted character suffers -2 defense. The stuck character may perform a wrestling attack to break free from your tongue by changing their

wrestling status to “free standing”. You may choose for sticky tongue to have the ability to pull the stuck character to a space adjacent to you—but if this ability is chosen, sticky tongue takes up two feat slots instead of one.

Swallow Whole

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

Toxic Attack

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

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

LIFE-STEALING – Victim makes a fortitude save: If failed, they suffer 1d6-1 poison damage.

PARALYTIC – Victim makes a fortitude save: If failed, they suffer 1 stun counter.

WEAKENING – Victim makes a fortitude save: If failed, they suffer 1 exhaustion counter.

Once chosen, the venom type cannot be changed later. The effects of toxic attack only occur if 1 or more damage was dealt by the envenomed weapon. Toxic attack may be performed a number of times a day equal to your vitality. The venom remains effective on a weapon for 1 day but is gone once it poisons a victim. This feat takes up two feat slots instead of one.

EXAMPLE CHARACTER CREATION

1. The player rolls 2D three times and gets the following results: 8, 6 and 5. They use the 8 to choose the elf species, and the 6 to choose the wood elf race. The 5 is discarded.
2. The player writes down the starting primary ability scores for elves:

A. STRENGTH: 0	D. DEXTERITY: 2
B. PERCEPTION: 4	E. CHARISMA: 2
C. INTELLIGENCE: 4	F. VITALITY: 2
G. MAGIC: 6	
3. The player writes down the five perks available to the elf species: spell resistance, low-light vision, speak with animals and enhanced hearing. Additionally, elves are considered medium height with slim bodies, and have 7 speed. The player also notes that wood elves have -1 strength, +1 perception and +1 dexterity and begin with a neutral alignment.
4. The player decides the character will join two trades: the theology and forage trades. The PC needs a minimum vitality of 5 to enter the theology trade, but currently only has a score of 2. The player makes a standard roll to attempt to qualify, and rolls a +4 which is added to the current score for a total of 6 ($4 + 2 = 6$); allowing the character to join the trade. This process is repeated again for the forage trade except they need a minimum vitality score of 3, instead of 5. The player rolls a +1, meeting the minimum score to enter both trades. The player chooses the character's two professions (one for each trade): druid-hunter.
5. The player records the benefits from the PC's theology trade: a wealthy standard of living, +1 magic and +1 charisma.
6. The player chooses two archetypes for the character: disciple and scout. They then choose amongst the available bonuses and write them down:
 - A. +1 intelligence, +1 dexterity, +2 reflex, +1 willpower and +1 speed.
 - B. The PC gains 1D HP per level.
 - C. The character begins with the natural explorer talent.
7. Due to the character's slim body type, they take +1 dexterity and -1 vitality.
8. 5 additional points are distributed amongst the following primary abilities: +3 strength, +1 perception and +1 vitality.
9. The player determines the scores for two of the secondary abilities: 2 health points and 2 stamina points (the same as vitality).
10. The character gets 5 language points (divided into 2 LP for the elf language and 3 LP in the common language). The character begins with 5 skill points (the same as their intelligence), which are divided as follows: climb 2 and sneak 3.
11. The player writes down their character's three save scores: fortitude 2 (the same as vitality), reflex 6 (the same as dexterity with +2 from the archetypes) and willpower 4 (the same as charisma with +1 from the archetypes).
12. The character's valor and wisdom both begin with a score of 3 (same as charisma).
13. Because the character has magic 7, the player chooses seven mana: five green mana and two white mana.
14. Due to his wealthiness, the character begins with 5D silver coins with which to buy equipment. The player rolls a 17, giving their character 17 silver coins (sc).
15. The player decides to buy the following list of equipment: common belt (1 cc), cloak (5 cc), long coat (70 cc), traveler's outfit (10 cc), boots (2 sc), utility gloves (6 cc), short bow (2 sc), arrows x 20 (50 cc), brigandine garment (3 sc), apples x 2 (8 cc), bush berries (3 cc), backpack (20 cc), sack (1 cc), pemmican (50 cc), bandages x 10 (50 cc), fishing pole & tackle (10 cc), hemp rope (10 cc) and a mess kit (2 cc). The character has 7 silver and 4 copper coins remaining.
16. Brigandine garments have protection 2. The player adds this number to their character's dexterity 4 to get a defense of 6 ($2 + 4 = 6$).
17. Short bows have destruction 0. The player adds this number to their character's perception 6 to get a ranged attack of 6 ($0 + 6 = 6$).
18. The player notes that the character's initiative is 6 (same as perception).
19. 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 vitality and strength abilities both having a score of 2, the character suffers -10% XP every time they would gain XP.
20. The player writes down the character having 8 speed points (during tactical time) and 16 speed (during vigilance time).
21. Lastly, the player decides the character's name is Arinor, who is an elf that has taken up hunting and druidic practices in a nearby forest.

Chapter III: Equipment & Services

Adventurers who risk their lives embarking on a quest are far more likely to survive their ordeal when properly equipped and armed with necessary tools, weapons, armor and other items & instruments—before facing the dangers that lie before them.

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

MONEY

The player rolls 1-5D to determine the character's starting money, depending on the PC's standard of living.

There are three types of currencies (known as “denominations”) *Open Adventure* usable by the character when making purchases or sales. 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 of the same value as 1 silver coin.

Silver Coins (SC): The most common form of currency, used and traded almost 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.

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

100 silver coins are of the same value as 1 gold coin.

Gold Coins (GC): The most valuable and rarest of the three denominations, gold coins are highly sought after. Gold coins are made from heated gold metal poured into a cast adorned with a unique icon on the front and back.

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 of the same value as 1 star credit.

Star Credits (SC): The most common form of currency, used and traded almost everywhere in the galaxy that commerce is undertaken. Star credits are microholographic chips with cryptographic codes imprinted inside them. 100 star credits are of 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 will begin with a number of SC (silver coins or star credits, depending on the game host's adventure) before they embark on their adventure or

expedition. The player will roll 1-5D, depending on the character's standard of living (determined by the PC's trade, see page 31), to figure the number of silver coins (if a fantasy adventure) or star credits (if a science fiction adventure) the character has before the game begins. See the table on page 53.

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

For rules purposes, 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 any amount of their character's starting money to purchase weaponry, armor, clothing, food and expedition equipment for the PC.

Most of the items listed on the following pages are considered common enough that they are assumed to be found for sale by the majority of merchants selling such wares. However, particular items may not be appropriate for the adventure or expedition, and therefore may be restricted or not allowed (consult with the host for details).

If the character wishes to purchase an item not found on these lists, the GH will carefully consider if such an item would be appropriate for the expedition and, if so, a reasonable price for which it would be sold. Refer to the **MASTER RULEBOOK** for common prices of trade goods.

EQUIPMENT INFORMATION

Information in the equipment tables has 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 75 for details on weight.

Abilities: Special abilities the equipment provides to the character when used. Certain abilities use special symbols (see page 86 for the meaning of these symbols). If no ability is listed, common sense is used to determine the natural opportunities or capabilities of the equipment. Additionally, equipment can be used to assist the character in ability tests (see page 12 for details on assisted abilities).

Special Information

Depending on the equipment type, it may have one or more of the following references:

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)

to determine the character's attack score (see page 16 for details). Common sense is used to determine the type of damage inflicted by the weapon (see page 84 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.

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

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.

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

CLOTHING

The types of clothes the character chooses to wear can have a great influence on their presentation and how NPCs perceive them. Armor can be worn over clothing, but common clothing does not provide any defensive benefit to its wearer. Clothing consists of under garments and outer wear necessary to complete the outfit. For rules purposes, characters are assumed to take 1 minute to don and doff clothing.

The common clothing table on page 55 shows a basic list of outfits and uniforms for sale. Some vestments should only be used in fantasy or science fiction campaigns, unless the game host allows for use of the outfits in different genres.

WEAPONRY

The weaponry tables, beginning on page 56, show a basic list of common weapons for sale in most societies.

Improvised Weapons

Common objects may be used during combat as **Improvised Weapons**. Improvised weapons have a destruction score equal to one-quarter of their weight, and a range equal to one-half their weight (if any). Objects weighing more than one-half the character's strength score, or exceptionally off-balance in weight, 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 60, show a basic list of common armors for sale.

Putting On & Taking Off Armor

The character may find themselves in situations when they wish to get into or out of their armor in a hurry.

The amount of time it takes to **Don** (put on) or **Doff** (take off) armor depends on whether it is a shield, light-suited, medium-suited or heavy-suited armor. A character does not benefit from the defensive capabilities of armor until they have 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-turn	1 half-turn
Light Suited Armor	1 minute	1 minute
Medium Suited Armor	5 minutes	1 minute
Heavy Suited Armor	1 segment	5 minutes

Improvised Armors

Common objects may be used during combat as **Improvised Armors**. Improvised armors can only be used as a shield (wearable armor requires craftsmen or smiths to create such materials). Improvised armors have a protection score equal to one-quarter of their weight. Objects weighing more than one-half the character's strength score, or exceptionally off-balance in weight, can only be used as two-handed shields (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.

FOOD & PROVISIONS

Without proper sustenance, an adventuring party won't get far in their journey. The character must eat food to stave off the pains of hunger and stay healthy & fit. Food is divided into two general sizes: **Morsels** and **Meals**.

A meal consists of 1,000 calories. There are 5 morsels to 1 meal. Characters must eat certain amounts of food depending on their body type (which is dependent on their species).

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

MEALS & MORSELS

Food Size	Equals
1 Meal	= 5 Morsels
1 Morsel	= 1/5 Meal

CLOTHING

Clothing	Cost	Weight
OUTFITS		
Adventurer's Clothes	1 sc	4 wt
Artisan Clothing	10 cc	2 wt
Clerical Cossack	50 cc	3 wt
Constable's Uniform	80 cc	4 wt
Courtier Clothing	3 sc	3 wt
Entertainer's Outfit	30 cc	2 wt
Disciple's Vestments	70 cc	3 wt
Magician's Cloth*	50 cc	2 wt
Monk's Cloth	50 cc	1 wt
Noble Clothes	8 sc	5 wt
Peasant Clothes	1 cc	1 wt
Royal Clothing	2 gc	7 wt
Scholar Uniform	50 cc	3 wt
Scientist's Uniform**	10 cc	3 wt
Traveler's Outfit	10 cc	2 wt
ARTICLES		
Belt, Common	1 cc	½ wt
Cloak / Cape	5 cc	1 wt
Coat, Leather	1 sc	3 wt
Coat, Long	70 cc	1 wt
Dress	90 cc	2 wt
Footwear, Boots (pair)	2 sc	½ wt
Footwear, Shoes (pair)	20 cc	2 wt
Gloves, Mittens (pair)	10 cc	½ wt
Gloves, Utility (pair)	6 cc	½ wt
Hat	10 cc	1 wt
Long Underwear	10 cc	½ wt
Shirt, Linen	5 cc	1 wt
Shirt, Wool	50 cc	½ wt
Trousers, Linen	50 cc	1 wt
Trousers, Wool	2 sc	2 wt

* = Fantasy only, ** = Science fiction only

The food and drink tables on page 62 show a basic list of common foods and provisions for sale.

FANTASY WEAPONRY

Weapon	Cost	Destroy	Weight	Handedness	Abilities
MELEE WEAPONRY					
Axe, Battle	5 sc	3	3 wt	2H	⚡️: Inflict 1 bleed Counter Deflect
Axe, Hand	75 cc	1	1 wt	1H	-
Cestus, Spiked*	3 sc	2	½ wt	1H	⚡️★️: +1 Destruction
Club, Baton	2 sc	1	2 wt	1H	⚡️: Inflict 2 stun
Club, Kanabo	6 sc	4	5 wt	2H	Sweep ⚡️: Inflict 2 knockback
Dagger	1 sc	1	½ wt	1H	-
Flail	75 cc	1	1 wt	1H	-
Hammer, Maul	4 sc	3	5 wt	2H	★★★: Knockout
Hammer, War	2 sc	2	2 wt	1H	★★: Inflict 1 knockback
Polearm, Glaive	4 sc	2	3 wt	2H	Inflict 1 reach ★★: Sweep
Polearm, Lance	5 sc	2	4 wt	1H	Inflict 1 reach Charge
Polearm, Pike	4 sc	2	9 wt	2H	Inflict 2 reach Set vs charge
Quarterstaff	25 cc	1	2 wt	2H	-
Rod, Mace	50 cc	1	2 wt	1H	-
Rod, Morningstar	2 sc	2	2 wt	1H	Delay
Sword, Bastard	8 sc	4	3 wt	2H	★★★: Double damage ★★: Inflict 1 pierce
Sword, Cutlass	3 sc	2	1 wt	1H	Deflect
Sword, Long	5 sc	3	2 wt	1H	⚡️★★: Inflict 1 Sunder
Sword, Rapier	3 sc	2	1 wt	1H	★★: Extra attack
Sword, Short	175 cc	2	1 wt	1H	-
Trident	3 sc	2	1 wt	2H	★★: Hook
Whip	2 sc	1	1 wt	1H	⚡️: Disarm

⚡️ = Stamina points, ➡️ = Activate, ★ = Exult points, * = Unarmed combat only

FANTASY WEAPONRY (CONTINUED)

Weapon	Cost	Destroy	Range	Weight	Handedness	Ability
RANGED WEAPONRY						
Atlatl ¹	50 cc	1	3	1 wt	1H	-
Blowgun ¹	1 sc	-	4	½ wt	1H	⚡: +1 range
Blunderbuss***†	4 sc	3	5	2 wt	1H	★★: Knockout ★: Inflict 1 knockback
Bow, Long*	3 sc	1	10	1 wt	2H	★★: +1 Range Slow shot
Bow, Recurved*	4 sc	2	8	1 wt	2H	★ ↘: Inflict 1 sunder Counter Deflect
Bow, Short*	2 sc	-	7	1 wt	2H	-
Crossbow, Hand**	3 sc	-	5	2 wt	1H	★★: Inflict 1 pierce
Crossbow, Heavy**	4 sc	2	6	9 wt	2H	★ ↘: +1 Destruction ★★★ ↘: Double damage
Crossbow, Light**	2 sc	1	5	3 wt	2H	⚡⚡: Inflict 1 pierce
Musket***†	4 sc	3	8	4 wt	2H	⚡★: Inflict 1 knockback
Pistol, Flintlock***†	3 sc	1	6	1 wt	1H	↗: Inflict 1 knockback
Sling ¹	25 cc	-	3	½ wt	1H	-
THROWN WEAPONRY						
Axe, Throwing	50 cc	1	4	2 wt	1H	-
Bola	1 sc	-	3	2 wt	1H	Slow shot ⚡★: Inflict 1 entangle
Dagger, Throwing	1 sc	1	8	1 wt	1H	↖: Disarm
Grenade, Saltpeter ^{2†}	2 sc	2	4	2 wt	1H	Explosive munition ★ ↘: Inflict 2 burn
Harpoon	3 sc	1	5	2 wt	1H	★★↗: Skewer
Javelin	125 cc	1	6	1 wt	1H	-
Net	50 cc	-	3	1 wt	2H	↖: Entangle Area 3
Spear	1 sc	1	4	1 wt	1H	-
Star, Throwing	2 sc	-	3	½ wt	1H	⚡★: Inflict 1 bleed
AMMUNITION						
Arrows (10)	50 cc	-	-	1 wt	-	-
Darts (10)	50 cc	-	-	½ wt	-	-
Pellets, Lead (10)	10 cc	-	-	2 wt	-	-
Quarrels (10)	1 sc	-	-	½ wt	-	-
Saltpeter (10)	2 sc	-	-	1 wt	-	-

* = Requires arrows, ** = Requires quarrels, *** = Requires pellets, ¹ = Requires darts, ² = Requires saltpeter,
 ⚡ = Stamina points, ↗ = Activate, ★ = Exult points, ³ = One-time use only

SCIENCE FICTION WEAPONRY

Weapon	Cost	Destroy	Weight	Handedness	Ability
MELEE WEAPONRY					
Axe, Plasma**	3 sc	4	3 wt	2H	★★★: Inflict 3 bleed
Chainsaw, Dual Blade**	3 sc	5	10 wt	2H	-
Combat Knife, Ballistic	1 sc	3	½ wt	1H	-
Crescent Blade, Dual-Edge	3 sc	4	2 wt	2H	Sweep
Energy Staff	3 sc	3	3 wt	1H	*: Use as a plasma rifle for 1 minute.
Gauntlet, Claw Blade*	1 sc	3	1 wt	1H	-
Gauntlet, Shock*	3 sc	4	2 wt	1H	★★☛: Inflict 1 stun
Hammer, Graviton	3 sc	4	5 wt	2H	★★☛: Inflict 1 paralysis
Lightfoil, Twin Blade**	6 sc	6	1 wt	2H	⚡☛: Counter deflect ★★☛: Extra attack
Lightfoil**	5 sc	6	½ wt	1H	★★☛: Inflict 1 sunder ⚡☛: Deflect
Meteor, Spiked	2 sc	4	2 wt	2H	-
Nunchakus, Power**	2 sc	3	½ wt	1H	⚡☛: Inflict 2 stun
Surujin Chain	3 sc	3	½ wt	1H	★★★★☛: Strangle ★★★★☛: Entangle
Sword, Energy**	5 sc	5	½ wt	1H	★★☛: Double damage
Sword, Hook	3 sc	4	1 wt	1H	★★☛: Hook
Vibro-Katana	4 sc	4	1 wt	2H	⚡☛: Deflect ★★☛: Inflict 1 pierce
Vibro-Staff	3 sc	4	2 wt	2H	Reach 1
REMOTE WEAPONRY					
Mine, Proximity ^{1†}	3 sc	4	1 wt	-	★★☛: Inflict 1 surprise
Mine, Remote Trigger ^{1†}	3 sc	4	1 wt	-	★★☛: Knockout
Mine, Stun ¹	2 sc	3	1 wt	-	★★☛: Inflict 2 stun
Mine, Time Fuse ^{1†}	3 sc	4	1 wt	-	★★☛: Inflict 1 burn
AMMUNITION					
Energy (10)	2 sc	-	2 wt	-	-

⚡ = Stamina points, ☛ = Activate, ★ = Exult points, * = Mana/Psi, * = Unarmed combat only, ** = Requires energy,

¹ = One-time use only, † = Has the "explosive munition" ability

SCIENCE FICTION WEAPONRY (CONTINUED)

Weapon	Cost	Destroy	Range	Weight	Handedness	Ability
RANGED WEAPONRY						
Cannon, Plasma**	7 sc	5	18	25 wt	2H	★★★↗: Explosive munition ↗: Inflict 1 bleed Slow shot
Cannon, Rail***	6 sc	4	18	30 wt	2H	★★↗: Sunder 1 Blast
Chaingun*	3 sc	4	6	22 wt	2H	★★★: Burst fire
Machine Gun, Heavy*	5 sc	4	12	15 wt	2H	★↗: Inflict 1 pierce
Pistol, Laser**	75 cc	2	4	½ wt	1H	-
Pistol, Magnum*	3 sc	4	4	1 wt	1H	★★↗: Inflict 2 pierce
Pistol, Semi-Auto*	50 cc	2	3	1 wt	1H	-
Rifle, Assault*	2 sc	3	6	5 wt	2H	⚡: Burst fire
Rifle, Laser**	3 sc	3	6	1 wt	2H	★: Inflict 1 pierce
Rifle, Needle***	3 sc	2	4	1 wt	1H	↗: Inflict 1 confuse and 1 slow
Rifle, Plasma**	4 sc	4	5	5 wt	2H	★★: +1 Range
Rifle, Sniper*	8 sc	4	24	8 wt	2H	★★★: Double damage
Rocket Launcher***	6 sc	5	14	4 wt	2H	★★★↗: Explosive munition ★↗: Inflict 1 burn Slow shot
Shotgun, Sonic**	2 sc	2	4	3 wt	2H	★★★: Knockout
Shotgun*	150 cc	3	5	4 wt	2H	↗: Inflict 1 knockback
Submachine Gun*	3 sc	2	4	2 wt	1H	⚡: Burst fire
Thrower, Flame**	150 cc	3	4	25 wt	2H	⚡★★↗: Inflict 2 burn
Thrower, Lightning**	1 sc	2	4	12 wt	2H	★★★★: Inflict 1 paralysis
THROWN WEAPONRY						
Grenade, Shock†	1 sc	2	3	½ wt	1H	★★↗: Inflict 1 slow
Grenade, Snare ¹	75 cc	1	3	½ wt	1H	★★↗: Entangle
Grenade, Thermite ¹ †	2 sc	4	2	½ wt	1H	★★↗: +1 Destruction
Shuriken Disc	1 sc	2	4	1 wt	1H	⚡↗: Inflict 2 sunder
REMOTE WEAPONRY						
Turret, Autofire*	4 sc	2	4	10 wt	-	↗: Burst fire
AMMUNITION						
Bullets (10)	3 cc	-	-	½ wt	-	-
Energy (10)	1 sc	-	-	2 wt	-	-
Missiles (10)	30 sc	-	-	2 wt	-	-

* = Requires bullets, ** = Requires energy, *** = Requires missiles, ⚡ = Stamina points, ↗ = Activate, ★ = Exult points,

¹ = One-time use only, † = Has the "explosive munition" ability

FANTASY ARMOR

Armor	Cost	Protect	Weight	Ability
LIGHT SUITED ARMOR				
Garment, Brigandine	3 sc	2	10 wt	–
Garment, Cloth	5 sc	1	2 wt	⚡️: +1* (this ability may only be used once per day). *: +1♥ (this ability may only be used once per day).
Garment, Leather	7 sc	3	4 wt	⚡️: +1 Protection versus crush damage until end of round.
MEDIUM SUITED ARMOR				
Mail, Chain	7 sc	2	18 wt	+1 Protection versus slash damage.
Mail, Plated	10 sc	3	18 wt	⚡️: Deflect
Scale, Bronze	10 sc	4	18 wt	–
Scale, Iron	15 sc	4	14 wt	+1 Protection versus pierce damage. ⚡️: Gain +1 fortitude, willpower or reflex until end of round.
Scale, Leather	8 sc	2	12 wt	⚡️: +1 Initiative for 1 minute.
HEAVY SUITED ARMOR				
Banded, Iron	1 gc	4	15 wt	Immune versus sunder and pierce.
Banded, Leather	80 sc	3	12 wt	Standard roll ↗: For every ★ rolled, +1 protection until end of round.
Plate, Iron	120 sc	4	22 wt	⚡️: +2 protection until end of round. Immune versus skewer.
Plate, Steel	1 gc	5	22 wt	–
SHIELDS*				
Shield, Buckler	5 sc	–	2 wt	↗: +1 Protection until end of round.
Shield, Heraldic	10 sc	+1	6 wt	–
Shield, Tower	1 gc	+2	18 wt	–
ARMOR ACCESSORIES				
Armor Spikes**	5 sc	–	5 wt	⚡️: +2 Protection versus unarmed attacks
Shield Spikes	1 sc	–	2 wt	⚡️: Extra attack as a dagger until end of round.

* = Stamina points, ↗ = Activate, ★ = Exult points, ♥ = Health points,

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

CHARACTER BODY TYPE & EATING FREQUENCY

Body Type	Must Eat 1 Meal Every...
Slim	12 Hours
Average	8 Hours
Stout	4 Hours

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

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.

Alcoholic Drinks

At the GH's discretion, alcoholic beverages have the chance of inebriating their drinker. Whenever the character drinks one-half (½) weight of liquid with alcohol in it, they must make a fortitude save versus the drink's alcohol number—where the alcohol number equals the percent of alcohol in the drink. If the character fails, they suffer 1 inebriation counter (see page 88 for details on inebriation).

SCIENCE FICTION ARMOR

Armor	Cost	Protect	Weight	Ability
LIGHT SUITED ARMOR				
Flak Jacket	6 sc	5	5 wt	⚡: Immune versus abrasion until end of round.
Uniform, Battle Dress	4 sc	4	4 wt	-
Uniform, Cloth	5 sc	3	4 wt	⚡: +1O (this ability may only be used once per day) ⚡: +1● (this ability may only be used once per day)
MEDIUM SUITED ARMOR				
Exoskeletal Frame	7 sc	3	18 wt	⚡: +2 strength until end of round.
Nanosuit, Adaptive	10 sc	6	14 wt	-
Nanosuit, Mesh	12 sc	5	18 wt	⚡: Gain natural concealment until end of round. ⚡: Gain nimble fall until end of round.
Vestment, Aramid	10 sc	5	10 wt	⚡: +2 Protection versus ranged attacks until end of round.
Vestment, Ballistic	12 sc	6	12 wt	⚡: Deflect
HEAVY SUITED ARMOR				
Power Armor, Siege	114 sc	7	20 wt	Immune versus energy damage.
Power Armor, Tactical	86 sc	5	16 wt	Strong versus energy damage.
Tank Suit, Advanced	1 gc	7	26 wt	-
Tank Suit, Basic	1 gc	5	24 wt	Strong versus kinetic damage. Gain thermal vision.
SHIELDS*				
Shield, Mobile	5 sc	-	2 wt	⚡: +1 Protection until end of round.
Shield, Assault	10 sc	+1	6 wt	-
Mantlet, War	1 gc	+2	18 wt	-
ARMOR ACCESSORIES				
Force Field, Mobile**	5 sc	-	5 wt	⚡: +2 Protection versus kinetic damage until end of attack.
Weapon Mount	10 sc	-	2 wt	⚡: Extra attack with mounted one-handed weapon.

* = Stamina points, ⚡ = Activate, ★ = Exult points, ❤ = Health points,
* = Requires one free hand to use, ** = Unarmed combat only

Consuming multiple drinks within a short period of time increases the alcohol number that the character's fortitude save must be pass.

To determine this number, add all the alcohol numbers from every drink the character has consumed within a 1 hour interval. This new number is the TN for the fortitude save.

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

For rules purposes, 1 shot of alcohol is considered to

be 1/10 (10%) of the listed price, weight and alcohol number (minimum alcohol 1).

EXPEDITION EQUIPMENT

Characters should purchase any equipment or supplies they feel they may need before embarking on their journey. The equipment tables starting on page 63 show a basic list of starting equipment for sale.

CONTAINERS

Containers are any form of box, back pack, jug or satchel that can be used to hold other items. The containers table on page 65 shows a basic list of common containers for sale.

Part III: Equipment & Services

FOOD & PROVISIONS

Food (1 Meal)	Cost	Weight	Type
Apple	4 cc	½ wt	Fruit
Banana	50 cc	½ wt	Fruit
Beans, Dried	2 cc	3 wt	Other
Beef	90 cc	½ wt	Meat
Berries, Bush	3 cc	3 wt	Fruit
Berries, Vine	1 cc	2 wt	Fruit
Biscuits	10 cc	1 wt	Grain
Bread	5 cc	½ wt	Grain
Butter	30 cc	½ wt	Other
Carrot	1 cc	3 wt	Vegetable
Celery	2 cc	1 wt	Vegetable
Cereal	7 cc	3 wt	Grain
Cheese	80 cc	½ wt	Other
Chicken / Duck	15 cc	1 wt	Meat
Crustacean	1 sc	1 wt	Meat
Egg	2 cc	2 wt	Other
Fish, Fresh Water	30 cc	2 wt	Meat
Fish, Salt Water	60 cc	3 wt	Meat
Flour	7 cc	3 wt	Grain
Game Meat	20 cc	½ wt	Meat
Goat	40 cc	½ wt	Meat
Hare	9 cc	½ wt	Meat
Lettuce	2 cc	4 wt	Vegetable
Maize	1 cc	½ wt	Vegetable
Mango	1 sc	2 wt	Fruit
Mutton	40 cc	½ wt	Meat
Nuts, Assorted	35 cc	½ wt	Other
Onion	5 cc	2 wt	Vegetable
Peas, Green	4 cc	3 wt	Vegetable
Pemmican / Jerky	50 cc	1 wt	Meat
Pork	30 cc	1 wt	Meat
Potato	3 cc	2 wt	Other
Ration, Field	1 sc	½ wt	Other
Rice	1 cc	2 wt	Grain
Tomato	2 cc	1 wt	Fruit
Yam	4 cc	2 wt	Vegetable

DRINKS & BEVERAGES

Drink (½ wt)	Cost	Ability
Ale, Klangon**	2 sc	Alcohol 80
Ale*	50 cc	Alcohol 5
Ambrosia**	80 cc	Alcohol 35
Beer	20 cc	Alcohol 2
Coffee	20 cc	—
Juice	10 cc	—
Mead, Honey*	40 cc	Alcohol 12
Milk	40 cc	—
Sake	45 cc	Alcohol 16
Soda**	5 cc	—
Synthahol**	50 cc	—
Tea	10 cc	—
Tequila	2 sc	Alcohol 40
Vodka**	2 sc	Alcohol 40
Whiskey	2 sc	Alcohol 42
Wine	1 sc	Alcohol 12

* = Fantasy only, ** = Science fiction only

MAGIC SYMBOLS

Symbol	Cost	Weight
Beads, Prayer	10 cc	½ wt
Belladonna	4 cc	½ wt
Crystal, Focusing	1 sc	5 wt
Garlic	1 cc	½ wt
Holy Symbol, Amulet*	50 cc	½ wt
Holy Symbol, Emblem	2 cc	½ wt
Holy Symbol, Reliquary*	50 cc	1 wt
Holy Water	3 sc	½ wt
Incense	10 cc	½ wt
Mistletoe	10 cc	½ wt
Orb*	2 sc	2 wt
Rod	1 sc	1 wt
Staff	50 cc	2 wt
Totem*	10 cc	½ wt
Wand*	1 sc	½ wt
Wolfsbane	8 cc	½ wt

* = Fantasy only

EXPEDITION EQUIPMENT

Equipment	Cost	Weight	Abilities
Abacus*	20 cc	1 wt	–
Acid	1 sc	½ wt	Inflicts 2D acid damage. Ignores armor if it touches skin.
Ball Bearings (1,000)	10 cc	1 wt	Covers 3 area when spilled on the ground.
Bandages (10)	50 cc	1 wt	–
Battery**	10 cc	1 wt	Charges power lights for 1 segment.
Bedroll (Area 2x1)	10 cc	3 wt	–
Bell	10 cc	½ wt	–
Blanket (Area 2x1)	5 cc	1 wt	–
Block & Tackle	10 cc	2 wt	–
Book	2 sc	2 wt	–
Cable, Metal (3 spaces)	50 cc	2 wt	DFS 10, HP 5, break TN 10, max 450 wt.
Caltrops (10)	5 cc	½ wt	Covers 2 area, inflicts 1D pierce damage (ignoring armor).
Candle (Beeswax)	1 cc	½ wt	Illuminates 3 area, lasts 3 segments.
Chain (3 spaces)	50 cc	10 wt	DFS 15, HP 10, break TN 12, max 750 wt.
Chalk	1 cc	½ wt	–
Compass**	2 sc	½ wt	–
Computer, Portable**	5 sc	2 wt	–
Crowbar	20 cc	1 wt	–
Datapad**	20 cc	½ wt	–
Ear, Parabolic**	2 sc	1 wt	–
Firewood (8 hours)	1 sc	10 wt	–
Fishing Net (Area 2)	40 cc	2 wt	Inflicts entangle when thrown
Fishing Pole & Tackle	10 cc	2 wt	–
Flint & Steel*	10 cc	½ wt	–
Fusion Cutter**	50 cc	5 wt	+3 to “force open” ability tests
Grappling Hook	10 cc	2 wt	–
Hammer	7 cc	½ wt	–
Hammer, Sledge	20 cc	5 wt	–
Heads-Up Display**	2 sc	1 wt	–
Hourglass	3 sc	1 wt	–
Hunting Trap	50 cc	10 wt	Inflicts 1D+2 crush damage (ignoring armor).
Ink	1 sc	½ wt	–
Instrument, Percussion	60 cc	2 wt	–
Instrument, String	4 sc	2 wt	–
Instrument, Wind	1 sc	1 wt	–
Kit, Hacking**	5 sc	2 wt	–

* = Fantasy only, ** = Science fiction only

EXPEDITION EQUIPMENT (CONTINUED)

Equipment	Cost	Weight	Abilities
Kit, Lock Pick	3 sc	1 wt	–
Kit, Mess	2 cc	1 wt	–
Kit, Trap	3 sc	3 wt	–
Ladder (3 spaces)	5 cc	10 wt	–
Light, Chem** / Torch* (5)	10 cc	1 wt per	Illuminates 7 area, lasts 1 segment.
Light, Lamp (hooded)*	5 cc	1 wt	Illuminates 7 area, holds 6 weight of oil.
Light, Lantern (bullseye)*	1 sc	1 wt	Illuminates 8x1 cone, holds 6 weight of oil.
Light, Power (beam)**	1 sc	1 wt	Illuminates 8x1 cone, holds 6 weight of batteries.
Light, Power (halo)**	1 sc	1 wt	Illuminates 7 area, holds 6 weight of batteries.
Magnifying Glass*	5 sc	½ wt	–
Manacles	1 sc	3 wt	Lockpick TN 10, break/force open TN 13.
Microscope**	2 sc	2 wt	–
Mirror (steel)	50 cc	½ wt	–
Oil*	10 cc	1 wt	Burns in lamps and lanterns for 1 segment. If spilled on the ground, oil covers 2 area, and if ignited burns for 1 minute.
Padlock	1 sc	½ wt	Lockpick TN 9, break/force open TN 11.
Paper / Parchment (l)	3 cc	½ wt	–
Pen (ink) / Pencil	1 cc	½ wt	–
Perfume	50 cc	½ wt	–
Pick Axe	30 cc	5 wt	–
Piton	1 cc	½ wt	–
Pole (3 spaces)	3 cc	4 wt	–
Radio, Portable**	20 cc	½ wt	–
Ram, Battering	2 sc	5 wt	–
Rope, Hemp (15 spaces)	10 cc	5 wt	DFS 5, HP 2, break TN 10.
Rope, Synth (15 spaces)**	1 sc	2 wt	DEF 5, HP 2, break TN 10.
Scale, Merchant's	20 cc	1 wt	–
Sensor, Portable**	2 sc	1 wt	–
Signal Whistle	1 cc	½ wt	Signal noise is up to twice as loud as speaking volume.
Space Suit**	5 sc	10 wt	Ignore the effects of a vacuum. Contains 6 hours of air.
Spade / Shovel	20 cc	3 wt	–
Spikes, Iron (10)	10 cc	1 wt per	–
Spyglass / Telescope	1 sc	1 wt	Viewer can see up to x20 farther.
Tent (Area 2)	1 sc	10 wt	2 minutes setup time.
Tent (Area 3)	2 sc	15 wt	4 minutes setup time.
Thermal Imager**	5 sc	2 wt	Grants the thermal vision perk.
Whetstone	1 cc	1 wt	–

* = Fantasy only, ** = Science fiction only

CONTAINERS

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

* = Fantasy only, ** = Science Fiction only

Capacity: A container's capacity represents the amount of equipment, in weight points, that it can hold.

MAGIC SYMBOLS

Magic Symbols are religious, spiritual, magical or special items used in religious services and/or casting magical spells or psionics.

Foci: Some spells and psionics require the caster to possess and focus on certain magic symbols in order for it to be cast. See page XYZ for details on magic.

The magic symbols table on page 62 shows a basic list of common magic components for sale.

SERVICES

The adventure party may hire the help of non-player characters to assist them on their adventure or expedition.

Hired NPCs will always ask for compensation based on the number of days they're hired, demanding 50% of the payment before they do any work.

Although hired NPCs may travel with an adventuring party; they do not consider themselves a full-fledged member of the party; but rather an employee hired by one of the PCs. NPCs may desert or even rebel

against their employer if they feel they are being mistreated, placed in unnecessary danger or sent on a suicide mission.

Each hired NPC must have one player-character designated as their "leader". In times of duress the retainer may be forced to make a willpower save test to determine if they retreat in battle or desert the party.

The NPC's leader may make a valor or wisdom test (depending on which the NPC reacts to the most) to assist the NPC's willpower test in an effort to bolster courage and confidence. If the non-player character fails their willpower save test, the hired NPC may attempt to run away, sabotage the expedition or even threaten or attack the player characters.

Hired NPCs come in two general types:

- Retainers
 - Hirelings
 - Mercenaries
- Specialists

RETAINERS

Retainers are non-player characters that agree to join an adventuring party as a soldier, guard or other form of hired-arm. However, some retainers may be hired for unskilled labor or mundane tasks and jobs. Retainers come in two types: **Hirelings** and **Mercenaries**.

When a player-character hires a retainer, the PC should attempt to bargain with them to negotiate price. The GH can refer to the **GAME HOST'S RULEBOOK** for details on creating NPCs, hiring prices and NPC morale.

Hirelings

Hirelings are NPCs who usually work in a menial or boring job with little or no concern for the value of their work.

Because of their lack of care for their work—and their focus on money—hirelings are generally considered to not be trustworthy. However, hirelings are relatively thrifty to hire for one or two adventures.

Hireling Levels: Commoners always begin at 0th level. If a commoner is promoted to 1st level or higher, they are no longer considered commoners, but instead become an archetype of the game host's choosing. All other hirelings can be begin between levels 0 and 5. For higher leveled NPCs, see mercenaries and specialists.

COMMON MERCENARIES

Fantasy	Science Fiction	Cost (Per Mercenary)*	Levels
Archer	Rifleman	384-576 sc	3-5
Calvary, Heavy	Shocktrooper, Heavy	24-36 gc	9-11
Calvary, Light	Shocktrooper, Light	1,536-2,304 sc	7-9
Calvary, Medium	Shocktrooper, Medium	1,944-2,916 sc	8-10
Crossbowman	Bounty Hunter	216-324 sc	2-4
Footman, Heavy	Genetic Super-Soldier	1,176-1,764 sc	6-8
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

* = Costs listed are approximate and per day during peacetime (prices double during war)

COMMON HIRELINGS

Hireling	Cost (Per Day)*
Commoner	4-6 sc sc per level
Arcanist	64-96 sc per level
Disciple	40-60 sc per level
Fighter	21-31 sc per level
Luminary	60-89 sc per level
Marksman	21-31 sc per level
Scout	18-20 sc per level
Warrior	11-17 sc per level

* = Costs listed are approximate, and $\frac{1}{2}$ value at 0th level.

Employing Hirelings: Player characters should begin talking to an NPC that they wish to employ as a hireling and negotiate a price. If an NPC has agreed to work for one of the PCs, the party will need to provide all employed hirelings with any equipment (weapons, armor, etc) and transportation the hireling will need before beginning their adventure. Although hirelings do not usually get a share of any treasure found on a quest; they are counted as an additional player when sharing experience points amongst all players involved. In fact, hirelings can gain experience points and new experience levels over time, just like player-characters.

Mercenaries

When characters need an entire army rather than just a few helpers, they can hire **Mercenaries**. Mercenaries are trained troops that will work and fight for payment. The hiring costs for mercenaries are different for each mercenary type.

Mercenaries supply their own equipment, weaponry, armor and so on; but all food and general provisions must be covered by the player-characters. Mercenaries never work alone, insisting on working in a group of no less than five mercenaries (themselves and at least four other mercenaries). For every 20 mercenaries hired, a castellan or lieutenant specialist must be hired to lead or 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.

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

The expertise of specialists are numerous, ranging from animal trainers to ship captains. The cost for specialists depends on their level of expertise and field of study. For details on specialists the game keeper should refer to the **GAME 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 the players have created their characters each player is ready to begin playing the *Open Adventure* game. The game host's descriptions at the beginning of the game might include a few details about the world or galaxy—or this knowledge may be reserved for the players to discover bit by bit as the adventure unfolds. Regardless of the amount of campaign information revealed, the 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. After setting the scene, the course and success of the characters hinges on the players' judgment and creativity.

ORGANIZING A PARTY

The enemies that inhabit dungeons, starships, wildernesses and strange moons are far too numerous and powerful to take-on alone. Instead, it is much safer for PCs to form a band or group of adventurers known as a “party”. A party of adventurers can help protect and watch out for one another. At the start of the game it is often presumed the characters have already met one another and formed an adventuring party.

Party Size & Composition

The best size for a party of adventurers is between 4-6 characters, though smaller or larger groups can survive as well. This size provides enough people to take on the challenges they may face in their expeditions, but not too many to slow down the pace of the game.

It is smart to have a variety of skills, spells/psionics, strengths and weaknesses amongst the individual adventurers to gain the benefits that each character

provides. Characters who are primarily fighters or warriors offer protection from dangerous enemies. Characters who are sneaky and can remain unseen may reach areas other less-dexterous characters cannot. Magic wielding characters who harness the power of spells and/or psionics bring to the party a potent combination of tricks and abilities. Characters who focus on helping—as well as healing—their fellow comrades in arms will be welcomed to any party that finds themselves surrounded by dangers. Characters who are natural leaders may be able to safely talk the party out of a dangerous situation with enemy NPCs. Characters with excellent eye-hand coordination may be able to shoot or throw weapons from a distance, offering a supportive role during combat.

Most GHS allow a player to control only one character at a time. However, under certain circumstances, such as when only a few players are available to play *Open Adventure*, players may control two or more characters. Characters may also hire NPCs to assist them in their conquest by taking up arms or providing an expertise missing amongst the party (see retainers on page 65).

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 We Are:** Figure out who all the characters are, if they know each other and if anyone in the party cannot be trusted or is particularly trustworthy.
- 2. What to Do:** Find a job or quest needing to be completed that all the characters can participate in accomplishing.
- 3. Why We're Adventuring:** Consider why the party is about to partake on the quest. Have the adventurers been 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 in order to complete their objectives. Consider any perils that may lay between the character and his or her destination.

5. Supplies Needed: Determine what weapons, armor, equipment and transports (if any) will be needed to complete the adventure.

6. Equip & Outfit: The characters should choose how to buy and equip the party with the gear they need. Characters may wish to share their starting money to help their allies buy any necessary items.

7. Marching Order: Discuss the positions and tactics the party will use to contend with combat or deal with a dangerous or surprise situation, known as a **Marching Order**. A marching order is the physical order of position the characters form 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, at which point the players describe how their player-characters react to the situation.

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

MAPS, SPACES & SCALE

A **Space** is a measurement of distance an adventurer can walk, run, climb, and so forth. Spaces may be represented by grid squares or hexagons on grid mats or graph paper (see the **GAME HOST'S RULEBOOK** for more information). Spaces can represent both horizontal and vertical lengths. In most situa-

tions involving player-characters interacting with their environment, 1 space equals 1 meter of in-game distance. However, spaces can represent larger areas depending on the type of **Map** used (see below).

Maps

A **Map** is the play space the characters explore and adventure in. Characters who travel on horseback for a day's travel, for example, will do so on a map representing a large countryside. Similarly, a starship traveling from one part of the galaxy to another will operate in a larger-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 Map
- Settlement Map
- Overland Map
- Stellar Map
- Astronomical Map

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

Local Maps: "Local maps" are used when adventurers are exploring a small area such as a dungeon, forest, hut or small hamlet. 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, etc. 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 must pilot starships to travel to distant planets, stars or space stations, an astronomical map is used. Travel across an astronomical map usually represents a day's travel at faster-than-light speeds. On an astronomical map, 1 space equals 1 million terrameters (known as an exameter) within the game.

Unless stated otherwise, local maps are the default map used when players are moving around a local

area. Maps of indoor or underground areas are always represented using square grid lines, while outdoor or outer-space areas are always represented using hexagon ("hex" for short) grid lines.

Elevation

Difference in height, such as altitude or elevation, can provide bonuses or penalties to pushing, pulling or lifting objects and affects the number of speed points needed when traveling over steep terrain. 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. 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 see page 75 for rules on 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 16).

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

FOR 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 is assumed the area is a square with equal lengths and widths.

Volume: Spells, items, armor, etc. that deal with "volume" are also measured in spaces. Volume is denoted as "AxBxC volume" where A and B are the length and width, respectively, and C is the height of the volume.

FOR 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 is assumed to be for the length and width and the second number is for the height.

FOR 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 is assumed the volume is a cube with an equal length, width and height.

Cone: An area or volume can be in the shape of a cone. A cone-shaped area takes on the formation of a quarter circle. Volumes take on the shape of a conical or pyramid. 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 width denoting the widest point of the cone.

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 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 (e.g. 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
- Routine Time
- Vigilance Time
- Prolonged Time

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

TIME MEASUREMENTS

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)

Tactical Time

The slowest of the four measures of time, **Tactical Time** is used during combat or other moments of great importance in which every action, large and small, must be played out second-by-second. Tactical time commences in a series of **Rounds** where 1 round represents 6 seconds of game time. Each character gets 1 **Turn** per round.

Characters may perform as many actions as they choose so long as the total time needed does not exceed one turn. Otherwise, multiple rounds will be required to complete the task.

Vigilance Time

Used when adventurers are in a potentially dangerous area, possibly behind enemy lines, and want to move slowly and cautiously. **Vigilance Time** is played out in a series of **Minutes** where 1 minute represents 10 rounds.

Characters may perform as many actions as they

choose 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.

Characters may perform as many actions as they choose 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.

Characters may perform as many actions as they choose so long as the total time needed does not exceed one hour. Otherwise, multiple hours will be required to complete the task.

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 wake up, pack any gear they have laying around, eat their first meal and prepare for the day's events. It's also the time when they begin their travels to a destination.

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

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

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

ADVENTURE GAME RULES

Throughout *Open Adventure* a character will generally find themselves transitioning between three distinct phases: starting in a village, starport or other society where the PCs gain valuable information, equipment

and find work to earn themselves much-needed currency. Typically this requires the party to transition to the second phase: traveling through wild or uncharted areas to reach the location of their quest. Lastly, the third phase has the party exploring, discovering and conquering challenges they find in a dungeon, starcraft, stronghold or other dangerous location.

Once finished with their adventure, the party will typically travel back through the wilderness or unclaimed space to where they were hired in hopes of receiving a reward for their efforts. Along their journey, however, many perils stand before the party that must be overcome to save themselves from death. The following section details some of these challenges and common actions characters may be forced to perform.

MOVEMENT & TRAVEL

In *Open Adventure* characters can travel distances, in spaces, over time. The number of spaces characters can travel is affected by five factors:

1. Time interval (tactical, vigilance, routine or prolonged). See page 69.
2. Map type (local, settlement, overland, stellar or astronomical). See page 69.
3. Number of speed points they have. See page 19.
4. The posture of the character. See page 71.
5. The speed point cost of the terrain type they move through.

Distance Over Time

Speed represent 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 (depending on the time interval and map they travel in).

The following information details what maps are paired with specific time intervals, and how many speed points a character is afforded (based off their base speed score, as determined by their species. See page 19 for more information on speed points):

Moving in Tactical Time: When characters move through tactical time, they always use local maps to represent the specific steps they take.

The number of SPD a character can use, per half-turn, moving is equal to their species' speed score (and any additional modifiers from perks, talents, archetypes, etc.).

Moving in Vigilance Time: The number of SPD a character can use per minute moving is equal to double their speed score. Such movements are played out on a local map.

Moving in Routine Time: The number of SPD a character can use, per segment, moving is equal to triple their speed score.

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

Such movements are played out on a settlement map.

Moving in Prolonged Time: The number of SPD a character can use, per hour, moving is equal to quadrupedal their speed score. Such movements are played out on an overland map.

Occupied Spaces

Characters may move orthogonally or diagonally for the same SPD cost. Additionally characters may pass through (but not end their turn on) spaces occupied by allies.

They cannot, however, enter into a space occupied by an enemy, obstacle or diagonally between two occupied spaces.

Stamina & Movement

A character may spend 1 stamina point to temporarily gain +1 SPD until end of round. This ability may be used as many times as the character has stamina points. This ability is considered a free action.

FOR EXAMPLE, a character with 6 speed points chooses to move 6 spaces as a half-turn action. The character attacks an enemy with their second half-turn action, then chooses to spend 3 stamina points to gain +3 SPD. However, because the PC only had 3 SP, they cannot do this a fourth time.

See page XYZ for more information on stamina.

Character Postures

The body-positioning or posture of a character can further reduce (or increase) the number of SPD available to them. There are five relative speed modifiers:

Quarter: The character's maximum speed points are temporarily reduced to one-quarter (25%) of the normal amount. Examples include characters moving while on their backs (supine), performing a hand-stand or burrowing through soft soil.

Slow: The character's maximum speed points are temporarily reduced to one-half (50%) the normal amount. Examples include characters who can swim as a terrestrial creature, fly clumsily, or move while prone.

Normal: The standard amount of speed points a character would normally have.

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

Examples include characters that can fly with the maneuverability of a large bird, swim as an amphibious creature or walk on land as a terrestrial creature.

Swift: The character's maximum speed points are temporarily increased by one-half (150%) of the normal amount. Examples include characters that can fly with the maneuverability of a small bird or running backwards as a terrestrial creature.

Double: The character's maximum speed points are temporarily doubled (200%). Examples include characters that can swim with the maneuverability of an aquatic animal or run on land as a terrestrial creature.

TERRAINS

Terrain represents the natural obstacles and features of the land that adventurers will eventually face. Different spaces are made up of different terrain types. In turn, terrain can hinder (or help) a character; depending on what they are attempting to do (e.g. climb, swim, run, walk). Though terrain primarily affects movement and travel, it can also provide cover, concealment or even influence an ability test.

Terrain Types

There are five general types of terrain, each with its own modifier, known as a **General Modifier**, that is applied to ability tests, SPD costs, and so on:

Normal: Easy terrain that has a difficulty cost of 1. This number represents the number of SPD that must be spent to enter (per space). Examples include a flat floor, road or path.

Moderate: Slightly difficult terrain that costs 2 SPD to enter (per space). Examples include light thickets and waist-high (or deeper) water.

Challenging: Difficult terrain characters may be forced to push through, costing 3 SPD to enter (per space). Examples include vertical terrain (such as cliffs, walls and slopes equal to or greater than 50°), mud, moderate thickets and underwater travel.

Arduous: Burdensome terrain that is taxing to travel through, costing 4 SPD to enter (per space). Examples include thick snow and heavy thickets.

Formidable: The most difficult of all the terrain types, proving troublesome and exhausting to pass through at the cost of 5 SPD to enter (per space). 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 speed costs of each different type together (once for each type) to determine the total SPD cost to enter that terrain (up to a maximum of -5, unless under special circumstances determined by the game host).

Moving in Terrain: Before moving, characters must first spend a number of SPD to enter each space. Different terrain types require various amounts of SPD to enter (depending on their difficulty). If a character does not have enough SPD to enter the terrain type of the chosen space, they cannot move there.

However, characters may combine speed points from consecutive actions or turns to enter a space that would otherwise require more SPD than the character has. When doing so, add together the SPD from every consecutive action spent attempting to enter the space until the amount needed has been met.

FOR EXAMPLE, a PC only has 4 speed points, but wishes to enter arduous terrain (which costs 5 SPD per space). The character spends their first half-turn action devoting 4 SPD to entering the space.

However, because the character's speed is still below the minimum, they must spend another half-turn action moving (and 1 of 4 available SPD) to enter the space. The character now has enough SPD to enter the space, with 3 SPD remaining.

Normal	-1
Moderate	-2
Challenging	-3
Arduous	-4
Formidable	-5

Characters may do this as many times as they choose, up to the number of stamina points they have.

TERRAIN TYPES

Terrain Type Difficulty Cost

TERRAIN SPEED POINT COST

Terrain Type	SPD Difficulty (Per Space)
LOCAL MAP	
Air / Aerial	Normal
Air / Aerial, Gusty	Challenging
Air / Aerial, Torrent	Formidable
Cliff / Wall (50-69°)	Moderate
Cliff / Wall (70-89°)	Challenging
Cliff / Wall (90-109°)	Arduous
Cliff / Wall (110°+)	Formidable
Flat / Path, Firm	Normal
Ice	Challenging
Ice, Broken	Challenging
Ice, Melted / Sludge	Arduous
Mud	Moderate
Mud, Deep	Arduous
Mud, Liquefied	Formidable
Rocks, Boulder	Formidable
Rocks, Crag	Challenging
Rocks, Medium Stone	Moderate
Sand, Compacted	Normal
Sand, Quicksand	Formidable
Sand, Shifting	Challenging
Snow, Compacted	Challenging
Snow, Powder	Formidable
Snow, Soft	Arduous
Underbrush	Moderate
Underbrush, Knotted	Arduous
Underbrush, Tangled	Challenging
Water, Leg Deep	Moderate
Water, Under	Arduous
Water, Waist Deep	Challenging

FOR EXAMPLE, *a vertical cliff with tangled roots would be formidable to move across (-3 SPD + -4 SPD = -5, rounded down).*

REST & RECUPERATION

After a long day of traveling or dangerous expedition characters will grow weary and tired. **Resting** is an important way for a character to relax and rejuvenate.

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
6	6 HP	12 HP
7	7 HP	14 HP
8	8 HP	16 HP
9	9 HP	18 HP
10	10 HP	20 HP

To be considered resting, a character cannot engage in any strenuous activities (such as combat) or carry, lift or move any objects of a weight equal to twice their strength.

Long Rests

In between the rigors of battle, exploration and questing, characters should find time to calm their minds, rest their bodies and repair equipment.

Characters who stop to rest for a long period of time can do so with a **Long Rest**. Long rests consist of 8 hours of rest, and are often enjoyed in-between traveling or to sleep.

Sleep: Adventurers must sleep for 8 hours each day or suffer 1 exhaustion counter (see page 87 for rules on exhaustion). Characters will suffer an additional exhaustion counter for every 4 additional hours of sleep they've been deprived.

Sleeping with Armor: Characters that wear bulky armor when trying to sleep risk having their sleep being interrupted. If a character attempts to sleep while wearing suited armor (either light, medium or heavy), they must make a willpower save.

Characters wearing light suited armor gain advantage to this test, while characters wearing heavy suited armor gain disadvantage to this test (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.

If characters are interrupted while sleeping (such as from an ambush by enemies) they must make up for the lost sleep or suffer the same consequences. For every 8 hours a character sleeps they lose 1 exhaustion counter.

Short Rests

Sometimes adventurers need to stop and rest for a short period 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, and allow a character to recover lost stamina points. For every hour a character rests, they recover 1 SP.

Natural Healing

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

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

FALLING

If a character falls off a ledge, sheer wall, pit or other great distance, they risk suffering damage from the impact. Characters suffer 1 crush damage for every space fallen up, to a maximum of 50 damage.

FOR EXAMPLE, a character falls 10 spaces off a ledge and onto a stone surface. The PC would suffer 10 crush damage.

Falling damage inflicted upon a character is reduced by their armor's protection number (each time they suffer damage this way, or until their armor is destroyed or removed).

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

For rules purposes, a character is assumed to fall 50 spaces per second (150 spaces per half-turn). Different gravities (see INTERMEDIATE RULEBOOK) can affect this speed, and the damage suffered.

Falling Objects

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

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

If the object falls less than 3 spaces before hitting its victim, it deals half damage, instead. Additionally, characters who succeed at a reflex save can reduce the damage suffered by one-half.

FOR EXAMPLE, an object that weighs 10 WT falls 2 spaces and hits a character. Since the object fell less-than 3 spaces, the damage dealt is reduced by half (to 5 crush damage). The character attempts a reflex save and succeeds, further reducing the damage by half (rounded down) to a total of 2 crush damage suffered.

Crush damage inflicted upon a character is reduced

by their armor's protection number (each time they suffer damage this way, or until their armor is destroyed or removed).

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

FIRE & FLAME

Fire can be both a helpful ally—offering warmth, light and companionship—or a deadly enemy and source of destruction. Characters can use fires to keep warm, cook food or even as a weapon.

Flame Proportions

The majority of fires that characters will encounter have one of the four common sizes:

Tiny Fires: Tiny fires are the size of a burning torch, candle or other single controlled flame. Tiny fires deal 1D fire damage for every half-turn 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-turn 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-turn 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-turn a character or object is exposed to the flames.

For every +1 volume a fire is in size (beyond large), it inflicts +1D fire damage per half-turn of exposure to its flames.

Fire damage inflicted upon a character is reduced by their armor's protection number (each time they suffer damage this way, or until their armor is destroyed or removed).

FOR EXAMPLE, a character who is wearing armor with a protection 3 is engulfed in flames from a small fire. The game host rolls 2D for a result of 8. The PC suffers 5 damage ($8 - 3 = 5$).

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 failed, the character or object catches fire and suffers 1 burn counter.

Oxygen Depletion

Fires are voracious consumers of air. If characters find themselves trapped in an enclosed space with a fire, they will be competing with it for oxygen.

A tiny fire consumes 1 volume of air every five minutes ($\frac{1}{2}$ 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 additional spaces in 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 vacuum of outer-space or de-pressurization is immediately dying (see page 86 for conditions), but may continue their turn as normal. Every round a character is exposed to a vacuum, they lose 1 stamina point. If they run out of stamina points, or have none to expend, they immediately die.

FOR 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).

WEIGHT & ENCUMBRANCE

Having the right tool for the task can mean the difference between life and death in a haunted catacomb or uncharted alien world. Players may be tempted to load their characters with too much gear, burdening movement and restricting their fighting capability. Naturally, there is a limit to how much an adventurer can reasonably carry.

A character weighted down with every conceivable piece of equipment will soon find that it is best to be selective in choosing how much weight to carry.

Encumbrance is the amount of load a character suffers from their gear's weight and bulkiness.

Weights

All weapons, armor, items, etc. have a weight score representing their difficulty to carry. For rules purposes, 1 weight equals 1 kilogram of heaviness.

Multiple Movers: Multiple characters trying to move an object simultaneously should divide the effective weight of the object by the number of characters that are attempting to move it. If the new effective weight of the object is within the capabilities of each character, the object can be moved at a speed equal to the slowest character (while observing the encumbrance rules, below).

Encumbrance

In *Open Adventure*, anytime a character moves weight, they risk becoming **Encumbered**.

ENCUMBRANCE

Burden	Gain 1 Encumbrance...
Carry	Per 2 x STR in weight
Lift (Above Head)	Per 4 x STR in weight
Push / Pull	Per 8 x STR in weight

Carrying: Characters suffer 1 encumbrance counter for every allotment of weight they carry equal to twice their strength score.

FOR EXAMPLE, a character with strength 3 would receive 1 encumbrance counter for every 6 weight carried.

Lifting: Characters suffer 1 encumbrance counter for every allotment of weight they lift equal to quadruple their strength score.

FOR EXAMPLE, a character with strength 4 would receive 1 encumbrance counter for every 16 weight lifted.

Pushing / Pulling: Characters suffer 1 encumbrance counter for every allotment of weight they push or pull equal to eight-times their strength score.

For each encumbrance counter a character has, they temporarily lose 1 speed point. If a character's speed is reduced to 0 or less this way, they cannot move.

Maximum Carry Weight

Adventurers can carry a maximum amount of weapons, armor, gear, etc. in weight on their body equal to their strength multiplied by 10.

FOR EXAMPLE, a character with strength 5 could carry up to 50 weight in equipment.

Maximum Lift Weight

Characters can lift, for a short period of time, a maximum amount of weight equal to their strength multiplied by 20. The maximum time a character can lift this weight, in seconds, is also equal to their strength ability score.

FOR EXAMPLE, a character with a strength 6 can lift a maximum of 120 weight for up to 6 seconds.

If the character is lifting less than half their maximum lift weight, they may hold the burden for twice the normal duration. 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.

FOR EXAMPLE, a character with a strength 4 attempts to lift a vase with a heaviness of 20 weight. That character could lift the vase for up to 16 seconds before being forced to drop it.

Maximum Push & Pull Weight

Characters can push or pull heavy objects or characters up to a maximum weight equal to their strength

multiplied by 40.

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 SPD cost of the terrain.

FOR EXAMPLE, *pushing a 10 weight barrel over shifting sands would be as if pushing a barrel of 30 weight (10 wt x 3 = 30 wt).*

Moving Weight Uphill: Pushing or pulling an object uphill or up an 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 slopes inclination.

FOR EXAMPLE, *a character pushes a 30 weight stone 3 spaces uphill. Within the six-space interval, there are 2 contour lines, increasing the effective heaviness of the object to 60 weight (30 wt x 2 = 60 wt).*

Moving Weight Downhill: Pushing or pulling an object downhill or down a decline decreases the effective weight of the object.

MAXIMUM WEIGHTS

Burden	Maximum Weight
Carry	10 x STR
Lift (Above Head)	20 x STR
Push / Pull	40 x STR

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 this number with the weight of the object to determine the objects 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. Alternatively, the host may instead divide the total weight of

the transports 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.

Note: 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 them. Additionally, different gravities (either from planets, stars or so on) can affect the amount of weight a character can move.

LIGHT & VISION

The majority of dungeons, spaceports and urban settings 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 can be attacked.

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 or space, the game host must be able to draw an uninterrupted straight line from any corner of the space (or spaces) the character occupies to any corner of the space (or spaces) the target occupies.

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 materials that provides no further defensive advantage.

Heavy Concealment: If the line of sight passes through any corner or space that provides concealment (such as darkness, opaque fog or heavy foliage), the target is considered to have **Heavy Concealment**.

Creatures have blindness (see page 86) when looking into heavy concealment, which imposes the following rules:

- The viewer automatically fails any perception test dependent on sight (of spaces in heavy concealment).
- The viewer has disadvantage when attacking spaces that are heavily concealed.
- 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 that provides concealment, or if the spaces are only partially obscured (such as from twilight, patchy fog or moderate foliage) the target has **Light Concealment**. Similarly, low obscurement (such as from a low gas cloud) equal in size to half the height of the creature (plus or minus 10%) provides light concealment.

Creatures have partial blindness (see page 86) when looking into light concealment, which imposes the following rules:

- The viewer has disadvantage to any perception test dependent on sight (of spaces in light concealment).
- The viewer has disadvantage when attacking spaces that are lightly concealed.

Cover

Cover is any hardened material that obscures and blocks attacks (such as a wall, door or character).

Heavy Cover: If the line of sight passes through any corner or space that provides cover, the target is considered to have **Heavy Cover**. Characters behind heavy cover cannot be targeted or attacked.

Light Cover: However, if the line of sight only touches (but does not cross) a corner or border of a space that provides cover, it provides **Light Cover**, instead.

Certain parts of the character's body will be protected by the cover (depending on the character's posture and general actions).

FOR EXAMPLE, *a character is standing behind a short wall. The character's lower body is considered covered.*

Refer to the body region table on page XYZ when determining which specific regions are covered (at least one region must be uncovered, otherwise the character is 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 any reflex saves they may perform (until they leave the cover).

FOR 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 covers 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 covers natural protection score to the specific body region, instead.

FOR 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 one-half of the defender's torso is exposed, they only half one-half of the covers natural protection of 12 to their defense of 7 for a total of 19 ($12 + 7 = 19$).*

CHARACTER ADVANCEMENT

XP Total	Level	Primary Abilities*	Stamina Points	FORT	REF	WILL	Skill Points	Valor	Wisdom	Combat Action
-	0	-	-	-	-	-	-	-	-	-
100 XP	1	+1	+1D	+1	+1	+1	+1	-	-	+1 Half-Turn
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-Turn
3,600 XP	6	+1	+3D	+1	+1	+1D	+6	+1D	+1D	-
4,900 XP	7	+1	-	+1	+1D	+1	+7	-	-	-
6,400 XP	8	+1	-	-	-	+1D	+8	+1D	+1D	+1 Half-Turn
8,100 XP	9	+1	-	-	+1D	+1	+9	-	-	-
10,000 XP	10	+1	+4D	+1D	+1	-	+10	+1D	+1D	+1 Half-Turn

* = Cannot increase the character's highest primary ability score (unless tied for highest)

Illumination

There are three general types of illumination that characters must contend with throughout their adventures:

Brightness: Well lit areas similar in illumination to daylight or a bright artificial light. Spaces outside a torch or lamp's illumination circle are considered to be in darkness (see below) unless lit by another light source. At the GH's discretion, illumination may require line of sight to the light source in order to provide brightness or twilight.

Twilight: Objects, spaces and characters are barely lit and difficult to see. Twilight always provides light concealment (see concealment rules on page 76). Characters in twilight are partially blind (see page 86 for more on conditions) unless looking at or targeting bright or dark spaces.

Darkness: Objects, characters and spaces that are submerged in total darkness are also in heavy concealment. Characters in dark spaces are considered blind unless looking at or targeting bright or low-light spaces.

DEATH

When a character's HP reaches 0 or less, that character is dead. If an adventurer dies, the controlling player should begin creating a new character (see page 7 for steps on creating a character).

Although rare, some magic may delay or even reverse the effects of death.

Any treasure, items, weapons, etc. of the dead character can be divided amongst the surviving party mem-

bers in any way they choose.

The total number of experience points (page 78) of the dead character should be reduced by 10% (rounded down), then transferred to the player's new character. The new character will begin at whichever level that the number of XP they have allows them to achieve.

At the game host's choice, the player's new character can join the adventuring party immediately or delay the meeting until it is more logical to the story for the separate parties to meet.

GAINING LEVELS

In total, there are ten levels a character can advance to: levels 1 through 10. However, each character begins their first adventure at level 0.

Step By Step

Each level (other than level 0) has a minimum amount of **Experience Points (XP)** a character must earn before they can be promoted. Once a character has acquired the necessary XP, they promote to that level.

Each time a character is promoted in level, they gain a number of advances in their primary and secondary abilities. These advances include:

1. Primary Abilities

Once per level, any one of the character's primary abilities (of the player's choice) permanently increases by 1 point. However, the player cannot choose the primary ability with the highest score (the ability may be tied for highest score, though).

MAGIC ADVANCEMENT

Level	Magic Order	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 or PSI
6	6 th Order	–
7	7 th Order	–
8	8 th Order	–
9	9 th Order	–
10	10 th Order	+1D MP or PSI

FOR 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 is either tied for first with another ability, or another ability has a higher score.

2. Health Points

The player should check the description of the character's archetype to determine how many health points the PC gains each new level. Add the increase to the character's existing HP total. Health points are discussed on page 9.

3. Stamina Points

See the character advancement table above to determine if the character gains additional stamina points (and how many dice to roll). Read page 9 for details about stamina points.

4. Saves

Characters gain various amounts of new saves (fortitude, reflex and willpower) as they advance in level.

See the character advancement table above to determine when (and by how much) each of the character's three saves increase. See page 14 for information on saves.

5. 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 10 for details on skills.

6. Valor & Wisdom

Over time, as characters are triumphant in battle and gain life knowledge, so to they gain more valor and wisdom.

Starting at level 2, and again at each even-numbered level, characters gain 1D additional valor and 1D wis-

dom. See page 15 about valor and wisdom.

7. Combat Actions

As characters progress in experience levels, they become faster and more adept in battle. At levels 1, 5, 8 and 10, each adventurer may perform one additional half-turn action per turn during tactical time. See page XYZ for information about combat actions.

8. Talents

Archetypes gain new talents at certain levels (depending on the archetype and talent type, see the table below).

Details about talents can be found on page 19.

9. Magic (Optional)

Characters who can wield magic normally (and have a magic score of 1 or greater) will grow more powerful over time. As such characters gain experience levels, they 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 below for details on magic advancements.

COMMON CHARACTER ACTIONS

SWIMMING

Characters in chest-deep water (or deeper) must perform a swim ability test at the start of each of their turns. For every encumbrance counter they have (see page 75), they take a -1 penalty to this test. If successful, the character remains afloat and may move through the water terrain for the remainder of the round. However, if they fail the test, their head slips underwater and they 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

While submerged underwater, characters cannot breath (unless their species is aquatic). See page 82 for details on holding breath.

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 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.

Flowing water moves floating (and unanchored submerged) objects 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 ability test result (rounded down, minimum 1 space). Characters may jump vertically up to half their height, in spaces.

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

FOR 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 to be able to hear sounds of "talking volume" (50 decibels) up to a number of spaces away equal to five times (5x) their listen ability test result.

FOR 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 at a distance equal to a listening character's ability test number, or less.

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

SEARCHING AN AREA

Characters may search any space either they occupy or is adjacent to them for hidden doors, treasure, traps or clues at a speed of 1 minute per space searched. When searching, characters must move slow (at one-half their normal speed) or otherwise has disadvantage when searching.

SEARCH OBJECT/CLUE SIZES

Object Size	Area/Volume	Search Bonus/Penalty
Minuscule	< ¼ space	-8
Diminutive	¼ space	-4
Tiny	½ 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

Bonuses & Penalties

Several factors can affect the ability for a character to search a given area. These factors include:

Cover & Concealment: As outlined on page 76, cover and concealment can affect a character's perception (when performing an ability test, such as searching, that is dependent on sight).

Object Size: The size of an object, character or clue that is being searched for may affect the target number of a character's search (see the table above).

Terrain Surface: Similarly the type of terrain something is hidden or lost in will either hinder or help a searcher. See page 73 for a list of terrain types and their relative difficulty to travel through.

The table above outlines the bonuses or penalties applied to a search based off the difficulty of the terrain. Hosts should refer to the **GAME HOST'S RULEBOOK** for details about hidden objects.

Tracking

Characters may employ the ancient art of tracking to find and follow sign of passage left by creatures (such as footprints). Tracking is performed the same as a normal search but over longer distances and periods of time.

Once an initial sign of a creature's presence has been spotted, the tracking character only needs to perform an additional search skill if the relative difficulty of the tracks change (e.g. the terrain type changes or bad weather degrades the footprints) and after a number of minutes, equal to the character's tracking test result, have elapsed.

SEARCHING TERRAIN TYPES

Terrain Type	Search Bonus/Penalty*
Normal	+1
Moderate	-
Challenging	-1
Arduous	-2
Formidable	-3

* = Characters cannot track through air or liquid 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 party of adventurers), 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 12), this rule does not apply.

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 hiding or sneaking character is equal to their hide or sneak test result, respectively. See page 82 for details on stealth.

FOR EXAMPLE, a character is looking for another character who is attempting to hide from them. 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 (in spaces) must make a throwing ability test. The distance the object is thrown is equal to twice their throwing test result.

FOR EXAMPLE, a character with a throwing test result of 5 could throw an object up to 10 spaces away.

However, the character must take a -1 penalty when performing this test for each encumbrance counter (see page 75) they have from the weight they carry (including the object itself).

Objects weighing more than one-half the character's

strength score, or exceptionally off-balance in weight, can only be thrown two-handed.

Hitting Targets: Characters may attempt to throw objects at a certain target or region smaller than 1 space in size (such as a grappling hook against a post on a wall) by concentrating for a half-turn before making the throw. Afterwards their throwing ability test is performed with advantage, but the total distance thrown is one-half the normal range. Thrown weaponry should be used with aimed attacks, instead of the above formula.

Long Range Throws: Characters may attempt to throw certain objects particularly 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-turn action winding up and releasing the object. Their throwing ability test is performed with disadvantage, but the total distance thrown is double the normal range.

Thrown Weaponry: When throwing ranged weapons that are designed to be thrown (such as throwing stars), including improvised weapons (see page 54), the range listed for the weapon should be used, instead of the above formulas.

For rules purposes, characters are assumed to throw objects at a speed (in spaces per half-turn) equal to their throw result multiplied by 20.

FOR 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).

See page XYZ about throwing enemy characters to the ground.

Catching

Characters may attempt to catch incoming objects or objects that travel through a space adjacent to them. The catcher must perform a catch ability test to determine if they grab the object or not. The target number needed to catch is equal to either the thrower's throw result or 10% of the speed (rounded down) of the object (in spaces per half-turn).

FOR 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 ($150 \times 10\% = 15$).

Allied Throw: If the incoming object is being thrown by an ally, the throwing character is assumed to be assisting the catcher (refer to page 12 for details about assisted ability tests).

Note: Ranged attacks (such as from arrows or quarrels) can only be caught through a counter-weapon maneuver. See page XYZ for unarmed combat maneuvers.

CONCENTRATING

Certain actions take continuous focus, known as **Concentrating**. A character can only concentrate on one topic at a time. Once concentrating, a character can continue to do so for as long as they want, but will be required to perform a willpower save to continue concentrating if one or more of the following scenarios arise:

- **Receiving Damage:** If 1 or more points of damage is inflicted on the character, they must perform their willpower save with a number of -1 modifiers equal to the damage suffered.
- **Performing 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 the willpower save with a number of -1 modifiers equal to the activity level.
- **Expendng Stamina:** Any perk, talent or other ability that requires spending 1 or more points of stamina require the character to perform the willpower save with a number of -1 modifiers equal to the stamina lost this way.

Certain special situations, such as a trap triggering or a strong gust of wind knocking the character over, can cause the character to save against losing focus.

DIGGING

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

Digging with Shovels: Characters employing digging tools, such as a spade or shovel, can dig 1 volume of soil per hour. If a character is without any tools, multiply the time it takes by 3.

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

Soil Types: Terrain of different types can take significantly longer to dig through than normal. Multiply the dig time needed by the SPD cost of the terrain type, as detailed on page 73.

FOR EXAMPLE, a character with a shovel wants to dig a 1 volume hole in ice. The time required to dig the hole with a shovel 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 reduce this time.

Exertion

Characters take on suffocation counters (detailed on page 88) for every round they are forced not to breath. The number of counters they suffer depends

on the level of their exertion at the time.

Resting: For every round they hold their breath while resting (and not exerting themselves), the character suffers 1 suffocation counter.

Light Activities: During light activities (such as walking or using equipment) they suffer 2 suffocation counters per round.

Moderate Activities: During moderate activities (such as climbing or swimming) they suffer 3 suffocation counters per round.

Strenuous Activities: During strenuous activities (such as combat or running) they suffer 4 suffocation counters per round.

Suffocation

For details on the suffocation condition, see page 88.

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. See page 74 for rules concerning fires and the oxygen it depletes.

STEALTH

Characters can attempt to hide, sneak, use sleight of hand or perform other stealthy actions.

Covert Actions: When performing secretive actions, the stealthy character risks their actions being spotted or uncovered. When the furtive character attempts their covert actions, compare their ability test result with that of *every* character within LOS of them. If the test result is not at least equal to an observing character's perception score (or appropriate skill, if any), then that character notices the furtive character's actions.

Spotting Stealth: However, if an observing character is not 'paying attention' to the scene at hand, or if the stealthy character's ability test result meets or exceeds that of the viewer, the covert actions go unnoticed.

Sneak

Characters may attempt to move silently from a space with concealment and/or cover (or with no LOS to other characters) to another 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 on 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 the sneak status after losing it, a character can regain it in the same manner as they initially acquired it: by being in a space with cover, concealment or no line of sight to characters (who have noticed them sneaking).

CLIMBING

Climbing & Falling

Characters may attempt to scale cliffs, walls, ropes or other steep surfaces. To do so, the character must perform a climb ability test. Note that both encumbrance counters (on page 75) and different gravities can affect this test.

If successful, the adventurer may climb up, down or across (including across a ceiling with hand-holds) for that round. On a failure, the adventurer cannot move, and must perform a reflex save.

Falling: Failing the reflex save causes the character to lose their grip or footing and fall from the height they've climbed. See page 74 for rules concerning falling.

Catching a Character: A falling character may immediately attempt to catch themselves or be caught by another adventurer. 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 climb difficulty of the wall. A character who weighs more in total weight (including armor, weapons and other equipment) than a character attempting to catch them can lift, cannot be caught this way.

If successful, the character is caught and immediately stops from falling. A failure results in the character still falling with no additional chance of being caught.

If a character other than the one falling made the attempt to catch them, but failed their reflex save, they too fall from the cliff face (but may also attempt to catch themselves or be caught by another character).

Climbing Speeds: See page 73 for a list of speeds character can climb (depending on the slope of the cliff or wall).

Slope

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.

Overhangs: 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 tests performed while on them have disadvantage, and the climbing character is considered to be hanging (see page 9 for hanging rules).

Surfaces

Cliffs and other vertical surfaces may be made up of materials or terrain that prove troublesome to climb on, such as an ice wall, crumbling rock or tangled underbrush. Terrain that is considered challenging, arduous or formidable (see page 73 for terrain types) incur a penalty on any player attempting to climb through it. Challenging terrain provides a -1 climb penalty, while arduous and formidable terrain provide a -2 or -3 penalty (respectively).

FOR EXAMPLE, a character is attempting to climb up a rocky crag (considered challenging). The character takes a -1 to their climb test.

Note: This rule only applies to terrain types with different surfaces, and does not apply to the steepness of a wall or cliff (see page 83 for steepness rules).

Braces

When climbing, if a character can brace themselves against two opposite walls, or climb the corner of two perpendicular walls, they may perform their climb test with advantage.

CLIMBING SURFACES

Terrain Type Climbing Penalty

Normal	-
Moderate	-
Challenging	-1
Arduous	-2
Formidable	-3

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 83), unless they spend a full-turn action wrapping the rope around one or more of their feet to form a temporary step. It takes another full-turn action to uncoil the rope before continuing to climb.

However, if a rope is used in conjunction with a wall or cliff, the rope may instead assist the character when climbing (see page 12 for details on assisted ability tests).

HANGING

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

A hanging character can hold on to a support for a number of minutes equal to their 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 75.

FOR EXAMPLE, a character who suffers 2 encumbrance penalties will also suffer -2 minutes of hang time.

Characters holding on to a support with only one hand will fall in one-half the normal time.

RUNNING

Characters may expend 1 stamina point to double the number of SPD they have (during tactical time), until end of round. 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.

DAMAGE TYPES

As adventurers face new and exotic NPCs in battle, so-to will they face various "types" of damage, known as **Damage Types**. Damage inflicted upon characters, vehicles, equipment and so forth may be of one or more types.

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.

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

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

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

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

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

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

DAMAGE TYPE LIST (ALPHABETICAL)

Biological

Biological damage derives from any chemical, physi-

ological or organic processes; typically involving living creatures. Biological damage also includes internal damage such as bleeding or attacks targeting internal organs.

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

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

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

Elemental

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

Fire: The ignition and burning of materials that summon flames of fire. Fire damage burns, chars, melts and ignites the material it has engulfed, and has been known to spread to nearby surfaces.

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

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

Energy

Energy 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.

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	Reflex
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

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

Cold: Cold damage involves the rapid slowing of

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

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

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

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

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

Kinetic

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

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

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

Slash: Any weapon that slices, chops or lacerates can deal slash damage. Slash damage can also be inflicted

from natural weapons such as claws, talons and fangs.

Psionic

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

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

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

Spell

Spell damage is manifested from arcane, occult and the magical properties of spells.

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

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

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

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

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

CONDITIONS

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

SPECIAL SYMBOLS

Some conditions, abilities or effects use symbols to represent different aspects of the *Open Adventure* game:

- The “♥” symbol represents health points (see page 9).
- The “⚡” symbol represents stamina points (see page 9).
- The “★” symbol represents exult points (see page XYZ).

- The “↗” symbol represents the need to spend a free action to use (or “activate”) the associated ability. An effect or ability can only be activated once per round (per character).
- The “⌚”, “⌚”, “⌚”, “⌚”, “⌚”, “⌚” and “⌚” symbols represent varying types of mana or psi points (see magic on page XYZ).

CONDITIONS LIST (ALPHABETICAL)

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

The effects of a condition begin at the start of the character's turn and persist until the condition no longer exists. Damage suffered from conditions always ignore armor, unless stated otherwise. If two or more conditions apply simultaneously, apply them all (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 or magic that inflicts a condition with a prefixed number (e.g. “2 knockback” or “I bleed”) has that many copies of it in effect on the PC or NPC at the time the condition is applied. This number, known as a **Counter**, affects the severity, duration or other parameters of the condition (the details of what counters do are explained in the description of the condition itself).

Not all conditions have or use counters (e.g. invisibility).

Ability Damage

The character loses 1 primary ability point (minimum 0) for every counter they suffer from this condition. If a specific primary ability is not listed, the game host may choose. Lost points return at a rate of 1 point per day (per primary ability), unless noted otherwise.

A character with 0 strength falls to the ground and is helpless. A character with 0 dexterity becomes paralyzed (see the condition). A character with 0 vitality dies immediately. A character with 0 intelligence, charisma or perception falls unconscious (see the condition).

Annihilation: The same as normal ability damage, except the primary ability points lost are permanent. Points lost this way can only be regained through magical means.

Bleed

The bleeding character must perform a fortitude save once per round, then discard 1 bleed counter. If the character failed their fortitude save, they lose -1♥.

Blind

Full: The character automatically fails any perception test dependent on sight and has disadvantage when attacking. Additionally, other characters have advantage when targeting the character.

Partial: The character has disadvantage when performing any perception test dependent on sight and has disadvantage when attacking.

Burn

Once per round, the burning character, or an adjacent ally, may spend a full-turn action performing a reflex save. If they are successful, they manage to put out (at least part) of the fire—discard 1 burn counter. If the reflex save failed, the burning character loses -1D♥, instead.

Cold

The character is exposed to low temperatures and risks hypothermia and frostbite. The cold character temporarily loses -1#, -1 speed and has -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 segment of rest. If failed, they fall unconscious and become dying (see the conditions).

Provoke

Once per round the provoked character must perform a willpower save. If successful, remove 1 provoke counter. If failed, they must spend all of their actions attacking their provoker or moving into a position to attack their provoker. 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 attack 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 Confuser:** The character attacks the character or object that caused them confusion (or as close as possible, if unable).
5. **Attack Nearest:** The character attacks the character closest to them that's within LOS.
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 charac-

ter 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, causing them to not be able to perform any actions (including moving). All attacks targeting the character have advantage.

Deaf

Full: The character automatically fails any perception test dependent on hearing and has disadvantage on initiative tests.

Partial: The character has disadvantage 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♥. 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 removes all benefits of the lost experience levels (e.g. health points, skill points, magic orders, etc.) immediately. See page 78 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 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#, -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-turn 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 76) 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 88.

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 70), 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-turn action (and no full-turn actions) per round. The character may spend 1 half-turn 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.

EXAMPLE ADVENTURE

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

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

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

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

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

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

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

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

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

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

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

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

GH makes a secret "*Listen*" (Perception) skill test on Wekan's behalf: "As far as you can tell, you don't hear a thing."

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

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

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

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

Elscira: "The party explores the side passage."

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

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

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

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

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

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

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

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

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

EXAMPLE ADVENTURE (CONTINUED)

GH: "Lothor, please make a '*Force Open*' skill test based off your strength ability."

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

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

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

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

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

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

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

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

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

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

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

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

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

GH: "Wekan, you failed to notice a small, concealed needle that suddenly shoots out and pricks your hand. Make a Fortitude Save Test!"

Wekan (rolling): "Wekan fails his Fortitude Save!"

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

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

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

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

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

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

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

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

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

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

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

(At this point, combat would begin!)

Part V: Magic

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

MAGIC FORMS

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

SPELLS

The five types of spells are: black magic, white magic, blue magic, red magic and green magic.

BLACK MAGIC is used to beckon demonic entities to do your bidding. Black magic is evoked through incantations and sacrificial séances for bribing dark spirits to fight by your side.

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

GREEN MAGIC is nature-based spells used by druids, shamans, medicine men and the like. It taps into the life force of all living plants and animals surrounding the caster. Green magic is used through songs (both vocal and the use of musical instruments) and dance to draw upon all living spirits.

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

WHITE MAGIC is mysticism used to hearken divine souls (angels, deities, etc.) to help you in a time of

need. White magic is used through prayers and devotions to ask for divine intervention in the name of your cause.

PSIONICS

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

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

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

SPECIAL MAGIC

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

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

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

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

ACHROMATIC MAGIC is considered to belong to no spell or psionic color. Although achromatic magic is uncolored, *any* type of mana or psi (see page 94) can be used to cast achromatic magic. However, achromatic magic always remains colorless, no matter what type of mana or psi is used to cast it.

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

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

Once transmutive magic changes forms, it cannot be changed back.

GATHERING MAGIC

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

ELIGIBILITY: Adventurers must first be considered “eligible” to use a certain form or order of magic. Eligibility has two requirements: proper archetype, and proper experience level.

While most magic draws its power from a source that any character archetype can be eligible to use, only the Disciples archetype is eligible to use white, green and/or black magic, due to its unique religious and spiritual nature. For details on how Disciples can use these magic forms, see page XYZ.

When a character is promoted to a new level, they may gain access to new orders of magic. When a PC’s level is equal to or greater than “*10 – their Magic ability*”, they may begin using 0th order spells or psionics.

FOR EXAMPLE, *an arcanist with Magic 6 can begin using 0th order magic at level 4 ($10 - 6 = 4$).*

For every order of magic higher than a character wishes to use, the PC must first gain that many additional experience levels before they are eligible to use it.

FOR EXAMPLE, *The same character can only begin using 1st order magic at level 7, 2nd order magic at level 8, and so on.*

At the GH’s discretion, the adventure may have “*high magic*” (high amounts of magical characters, items and effects), instead. Adventures with high magic allow characters to be eligible for using magic once their experience level is equal to or greater than the spell or psionic’s order number, instead.

FOR EXAMPLE, *with the optional high magic rule, a 3rd order spell can be cast by level 3 casters or higher.*

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

- DISCOVERY:** Often characters need to find magical spells, instructions or recipes on their own before they know how to use a specific spell

or psionic. Magic can be found written in spellbooks, scrolls or imprinted on enchanted items, amongst other methods. Adventurers may also acquire magic through commerce, theft or less common means.

- INHERIT:** Many gifted characters may possess magical powers naturally, thanks either to their bloodline, natural talents, mutations or other extraordinary reasons.
- ACHIEVEMENT:** Characters may acquire magic that has been bestowed upon them by others. Many deities, for example, will grant their followers magical powers in exchange for adherence to, and service for, their religious doctrines (see rites and ascetics on page XYZ).
- STUDY:** Perhaps the most common means of acquiring magic is by being taught the occult art from a master arcanist, instructor or sensei. This process can take days, weeks or even longer, depending on the magic being sought.

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

CASTING MAGIC

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

A. MAGIC ORDERS

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

In total, there are 11 orders, beginning with 0th order magic and increasing in power to 10th order magic.

B. MANA/PSI POINTS

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

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

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

Part VI: Combat

Once adventurers are ready to descend into a dungeon, travel through the wilderness or visit an alien world, they must also be ready to face whatever fierce or foul foe they run across. Often times, encounters with such creatures will lead to a violent battle, referred to as **Combat**.

INITIATIVE & SURPRISE

Before combat or an encounter, players must determine which character may act first. The ability to move first is known as **Initiative**. Initiative is only checked once; before an encounter or combat begins.

Automatic Initiative: At the GH's discretion, he or she may determine that initiative is automatically granted to a particular character, due to special circumstances.

FOR EXAMPLE, *an adventuring party walking down a dark hallway with a bright torch or camp light would automatically lose initiative and become surprised by enemy NPCs hiding in the dark, due to the light giving away their approach.*

Who Checks Initiative: The character closest to an encountered NPC must 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 determine their initiative, instead.

Performing an Initiative Test: A character's initiative test is equal to their perception score. To perform an initiative test, make a normal ability test based off the PC's or NPC's initiative number.

FOR 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 closest NPC to the PC who is

performing their initiative test. This process is repeated for either each NPC party (based off allegiance) or each NPC creature type (based off species), depending on the host's discretion. The elected NPCs will perform an initiative test, as well.

Determining Initiative Winner: Depending on each party's test result, the following will occur:

1. The character with the highest initiative test result wins initiative. That character will act first.
2. If two or more initiative 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.
3. 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 86).

COMBAT ROUNDS

During every round of combat, each character takes their turn (unless surprised), starting with 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 characters to perform—given their present situation. Once each player has decided what their character will do for the round, they should inform the caller of their intentions who will relay the plans to the game host.

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 formulated a strategy for their adventuring party, the caller will declare the proposed actions (including movement, attacks, free, half-turn, full-turn and special actions) of each player-character and retainer of the party to the game host.

FOR EXAMPLE, the caller may declare “Guld Novastar the renegade will move forward three spaces and attack the xerbling with his laser rifle. Gaeriel Tull the cleric will begin conjuring up 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.

2. MORALE TESTS

During the chaos of battle, the courage of an NPC may be tested. When tested, if triumphant, they can continue to stand their ground to press the fight and endure hardships. However, if broken-down, their nerves fray and they might attempt to retreat or grow hostile towards their employer. During such moments of threat and risk, an NPC may be forced to perform a special willpower save known as a **Morale Test**.

Causes for Concern: NPCs perform morale tests after the party’s actions have been declared (but before they begin) and when one or more of the following situations occur:

- **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.
- **Half Ship:** 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).

PC & NPC Differences: While NPCs of any type (aliens, enemies, neutral parties, etc.) may be forced to perform a morale test if the above conditions are faced, 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).

FOR 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, gaining 1 panic counter.

Leadership Tests

If the NPC failed their morale test, and they are a retainer hired by one of the party’s PCs (or an animal handled and controlled by one of the PCs), that player-character may attempt to succeed at a **Leadership Test** in an effort to calm and reaffirm the non-player character’s loss of willpower.

Performing a Leadership Test: The employer or 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 type of test the PC should perform.

FOR 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. The player-character succeeds, preventing the NPC from taking a panic counter.

If the NPC’s preferences of valor or wisdom are not known, perform the test that the NPC has a higher score in (between valor or wisdom). If there is a tie, perform the test that the PC has a higher score in, instead. If there is still a tie, the player may choose.

Bolstering Morale: If the character is successful at their leadership test, the NPC’s panic condition becomes a fear condition, instead, and the NPC will choose not to escape, become hostile toward the party or sabotage the expedition.

FOR EXAMPLE, An NPC takes a massive amount of damage, causing them to perform a morale test to determine if they will flee in panic. They fail their test, taking 1 panic counter. However, the NPC’s employer immediately performs a leadership test and succeeds, reducing the NPC’s panic to fear.

Loyalty

Loyalty Points (LY) are a representation of how loyal an NPC is to the adventurer who hired or handles them.

LOYALTY ACTIONS

Actions of Employer	Loyalty Points
FIDELITY	
Gains 1 virtue shared with NPC	+1 FD
Assists NPC in their life goals	+2 FD
Shares same alignment as NPC	+3 FD
DEFECTION	
Gains 1 vice opposed with NPC	+1 DF
Hinders NPC in their life goals	+2 DF
Has a different alignment as NPC	+3 DF

A loyal character is willing to endure great hardships, risk their life and remain obedient to their employer. A disloyal character, on the other hand, will often show little concern for their employer's mission and be unwilling to endure trials or mistreatment on behalf of their employer.

Gaining & Losing Loyalty: Loyalty points can be gained and lost throughout an adventure based off the actions and words of the character who hired (or handles) 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. An NPC can never have more than 10 LY of either type per employer.

Using Loyalty Points: LY is used as a modifier to a PC's leadership test that targets the NPC.

FOR 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 ($7 + 1 + 2 = 10$).

Loyalty 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

The third step to combat is performing the actions that were declared at the start of the turn. On the player's turn, their characters *must* attempt to perform the actions declared during the "declare actions" step (see page 95).

COMBAT TIME LINE:

1. Character who won initiative begins first.
 - A) Character's party declares their actions.
 - B) NPCs make a morale test (if needed).
 - C) Character resolves their actions.
 - I. Invalid movements or actions are re-chosen and resolved.
2. Character chooses next character to act (surprised characters are skipped—otherwise the next character begins on step A above).

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.

FOR EXAMPLE, *'Guld Novastar intended to take aim and attack a xergling with his laser pistol but when the time came for Novastar to perform his attack, other characters from his party were blocking line of sight to the enemy. Because the target is no longer valid, Novastar may choose a new target to attack or select a new action instead.*

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 turn, 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 69 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-Turn Actions: As the name implies, this type is an action that takes a character's entire turn to complete. Examples of a full-turn action would be lighting a torch or casting certain spells.

Characters may never perform a half-turn action

then begin a full-turn action on the same round. A full-turn action, as the name implies, requires the character's entire turn dedicated entirely to that action.

Half-Turn Actions: An action that takes half the time as a full-turn action. Characters can perform two half-turn actions in a single turn.

An example of a half-turn action would be to perform one attack or move a number of spaces equal to the character's 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-turn or full-turn 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-turn action. If the action can complete in 4-6 seconds, it should be considered a full-turn action.

Actions longer than 6 seconds are considered special and will be divided into multiple half-turn actions, full-turn actions, minutes, segments or longer.

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.

FOR EXAMPLE, a character may choose to move and attack (both half-turn 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.

FOR EXAMPLE, a level 8 character can perform three "half-turn" actions each round.

These extra actions are performed each round; *not* each turn. As stated on page XYZ, a character can only perform at most two half-turn actions, or one full-turn action, per turn (as the names imply).

Instead, the extra actions of a character "overflow" into a new turn near the end of the round.

COMMON COMBAT ACTIONS

Action

FREE ACTIONS

Drop Item / Weapon

End Spell / Psionic

Lay Prone

Speak

HALF-TURN ACTIONS

Aim

Attack

Defend (Guard)

Delay Action

Draw / Holster Weapon

Move

Pick Up Item

Stand From Prone Position

FULL-TURN ACTIONS

Light a Torch / Chem Light

Use a Starship System

SPECIAL ACTIONS

Don / Doff Armor

Perform Ability Tests

Use Magic

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.

Note: 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-turn 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.

ATTACK TIME LINE:

1. Determine line of sight (LOS) to target
2. Determine height/elevation of attacker & target
3. Determine illumination of target
4. Determine range to target (Ranged attacks only)
5. Attack target

FOR EXAMPLE, a character spends a half-turn 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.

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.

FOR 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**.

Readying 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-turn 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).

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-turn 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).

GUARD

When an adventurer wishes to protect themselves and ready against a possible incoming attack, they may **Guard** against an attack that targets them.

Readying 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-turn 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 100). 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.

FOR 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.

FOR 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).

FOR 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
- Clinch
- Grapple
- 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 attack 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 attacker’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 at-

tacker’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 partially 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.

Offensive: 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.

Defensive: When guarding a character may attempt to parry an incoming attack that targets them. See page XYZ for details about parry.

MARTIAL STYLES

Every character has the opportunity to train with a teacher, master or sensei in an attempt to become a master in a **Martial Style**. A martial style is, essen-

tially, a “martial art” by another name. There are several martial styles a character can choose to train in:

DRUNKEN MONKEY

A particular

1ST RANK – TIPSY MACAQUE

Prerequisites: *Level 2 or higher, DEX 5+*

The character may train in either the “body climb” or “break fall” martial technique.

2ND RANK – SLURRING ORANGUTAN

Prerequisites: *Level 4 or higher, DEX 6+*

The character may train in either the “binding” or “flying jump kick” martial technique.

3RD RANK – STUMBLING BABOON

Prerequisites: *Level 6 or higher, DEX 7+*

The character may train in either the “combination punch” or “improvisation” martial technique.

4TH RANK – INEBRIATED APE

Prerequisites: *Level 8 or higher, DEX 8+*

The character may train in either the “evasion” or “roll with punch” martial technique.

5TH RANK – DRUNKARD GORILLA

Prerequisites: *Level 10 or higher, DEX 9+*

The character may train in either the “blind fighting” or “dirty fighting” martial technique.

MYSTIC FIST

An ancient style taught to the guardians of a long-lost kingdom. Practitioners would train in temples hidden in mountains, away from prying eyes.

1ST RANK – NOVICE OF THE FLOWERS

Prerequisites: *Level 2 or higher, DEX 5+*

The character may train in either the “body climb” or “break fall” martial technique.

2ND RANK – DISCIPLE OF THE WINDS

Prerequisites: *Level 4 or higher, DEX 6+*

The character may train in either the “binding” or “flying jump kick” martial technique.

3RD RANK – GALLANT OF THE SEASONS

Prerequisites: *Level 6 or higher, DEX 7+*

The character may train in either the “combination

punch” or “improvisation” martial technique.

4TH RANK – MASTER OF THE PLANETS

Prerequisites: *Level 8 or higher, DEX 8+*

The character may train in either the “evasion” or “roll with punch” martial technique.

5TH RANK – GRAND MASTER OF THE STARS

Prerequisites: *Level 10 or higher, DEX 9+*

The character may train in either the “blind fighting” or “dirty fighting” martial technique.

PUGILISM

d

1ST RANK – BRUISER

Prerequisites: *Level 2 or higher, DEX 5+*

The character may train in either the “body climb” or “break fall” martial technique.

2ND RANK – BRAWLER

Prerequisites: *Level 4 or higher, DEX 6+*

The character may train in either the “binding” or “flying jump kick” martial technique.

3RD RANK – CONTENDER

Prerequisites: *Level 6 or higher, DEX 7+*

The character may train in either the “combination punch” or “improvisation” martial technique.

4TH RANK – BOXER

Prerequisites: *Level 8 or higher, DEX 8+*

The character may train in either the “evasion” or “roll with punch” martial technique.

5TH RANK – CHAMPION BOXER

Prerequisites: *Level 10 or higher, DEX 9+*

The character may train in either the “blind fighting” or “dirty fighting” martial technique.

KYUNO KATA

d

1ST RANK – NOVICE OF THE FLOWERS

Prerequisites: *Level 2 or higher, DEX 5+*

The character may train in either the “body climb” or “break fall” martial technique.

2ND RANK – DISCIPLE OF THE WINDS

Prerequisites: *Level 4 or higher, DEX 6+*

The character may train in either the “binding” or “flying jump kick” martial technique.

3RD RANK – GALLANT OF THE SEASONS

Prerequisites: *Level 6 or higher, DEX 7+*

The character may train in either the “combination punch” or “improvisation” martial technique.

4TH RANK – MASTER OF THE PLANETS

Prerequisites: *Level 8 or higher, DEX 8+*

The character may train in either the “evasion” or “roll with punch” martial technique.

5TH RANK – GRAND MASTER OF THE STARS

Prerequisites: *Level 10 or higher, DEX 9+*

The character may train in either the “blind fighting” or “dirty fighting” martial technique.

SACRED CIRCLE

d

1ST RANK – NOVICE OF THE FLOWERS

Prerequisites: *Level 2 or higher, DEX 5+*

The character may train in either the “body climb” or “break fall” martial technique.

2ND RANK – DISCIPLE OF THE WINDS

Prerequisites: *Level 4 or higher, DEX 6+*

The character may train in either the “binding” or “flying jump kick” martial technique.

3RD RANK – GALLANT OF THE SEASONS

Prerequisites: *Level 6 or higher, DEX 7+*

The character may train in either the “combination punch” or “improvisation” martial technique.

4TH RANK – MASTER OF THE PLANETS

Prerequisites: *Level 8 or higher, DEX 8+*

The character may train in either the “evasion” or “roll with punch” martial technique.

5TH RANK – GRAND MASTER OF THE STARS

Prerequisites: *Level 10 or higher, DEX 9+*

The character may train in either the “blind fighting” or “dirty fighting” martial technique.

SHADOWCRAFT

d

1ST RANK – ADEPT OF THE NIGHT

Prerequisites: *Level 2 or higher, DEX 5+*

The character may train in either the “body climb” or “break fall” martial technique.

2ND RANK – INITIATE OF THE CLAN

Prerequisites: *Level 4 or higher, DEX 6+*

The character may train in either the “binding” or “flying jump kick” martial technique.

3RD RANK – SOLDIER OF THE BLACK HAND

Prerequisites: *Level 6 or higher, DEX 7+*

The character may train in either the “combination punch” or “improvisation” martial technique.

4TH RANK – KEEPER OF SECRETS

Prerequisites: *Level 8 or higher, DEX 8+*

The character may train in either the “evasion” or “roll with punch” martial technique.

5TH RANK – MASTER OF SHADOWS

Prerequisites: *Level 10 or higher, DEX 9+*

The character may train in either the “blind fighting” or “dirty fighting” martial technique.

SHEONJANKU

d

1ST RANK – NOVICE OF THE FLOWERS

Prerequisites: *Level 2 or higher, DEX 5+*

The character may train in either the “body climb” or “break fall” martial technique.

2ND RANK – DISCIPLE OF THE WINDS

Prerequisites: *Level 4 or higher, DEX 6+*

The character may train in either the “binding” or “flying jump kick” martial technique.

3RD RANK – GALLANT OF THE SEASONS

Prerequisites: *Level 6 or higher, DEX 7+*

The character may train in either the “combination punch” or “improvisation” martial technique.

4TH RANK – MASTER OF THE PLANETS

Prerequisites: *Level 8 or higher, DEX 8+*

The character may train in either the “evasion” or “roll with punch” martial technique.

5TH RANK – GRAND MASTER OF THE STARS

Prerequisites: *Level 10 or higher; DEX 9+*

The character may train in either the “blind fighting” or “dirty fighting” martial technique.

MARTIAL TECHNIQUES

The techniques listed below are used throughout different martial style (see page XYZ). The list is ordered alphabetically.

Binding

The character can use a rope, cable, long hair or other flexible material to bind their attacker limb by limb, while parrying their attacks. For each successful clinch attack the character performs, they may entangle one of the defender’s limb (of the their choice), instead.

If both arms of the defender are bound, they must succeed at a reflex save or drop anything they’re holding. If both feet are bound, they must succeed at a reflex save or fall prone.

Breakfall

Once per turn the character may parry against an unarmed attack of their choice as a free action.

Combination Punch

The attacker attacks with a flurry of blows. If the character’s strike deals 1 or more points of damage, they may perform 1D extra strikes, but with disadvantage.

Once used, combination punch cannot be used again until after the attacker completes a short rest.

Confusing Deception

The character moves their body during combat in a purposefully deceiving manner to mask their true intentions. Once per round, the character may make an unarmed attack that gains one of the following abilities (player’s choice):

- Extra attack
- Feint attack (as a free action)
- Advantage
- +4 Damage / +2 Clinch or Grapple Positions

Death Strike

The attacker focuses their ki and performs a sinister strike, hitting a vital organ or nerve cluster. If the attacker’s strike does 1 or more points of damage, the character gains the dying condition until end of round, instead.

Once used, death strike cannot be used again until after the attacker completes a long rest.

Dirty Fighting

Once per turn, the character may perform a special unarmed attack. If the attack would deal 1 or more points of damage, the defender suffers either 1 confusion counter, 1 partial blindness counter or 1 stun counter (attacker’s choice), instead.

Flying Jump Kick

If the attacker moved in a straight line at least 4 spaces this round then immediately made an unarmed attack, the player must make a body region roll. The attack gains one of the following abilities (depending on which body region is hit):

- **Head:** Inflict knockout
- **Torso:** 1 Pierce
- **Arms:** Disarm
- **Legs:** Inflict delay

Guard, Closed

XYZ

Guard, High

XYZ

Improvised Attack

When using an improvised weapon (which count as an unarmed weapon) or armor, the character gains one of the following abilities (chosen each time a new attack is made or defended against):

- 1 Knockback
- Disarm
- Inflict 1 Paralysis
- 1 Pierce

Improvised armor can gain one of the following abilities:

- Extra Attack (as if it was a weapon)
- +1 Protection versus kinetic damage
- Deflect
- Advantage when performing a block (and may block any number of attacks per turn)

Injurious Kick

Each time the attacker makes a kick attack, they must roll on the body region roll. Their kick attack gains +1 damage for each cumulative time they hit an enemy in the same body region (e.g. +1 damage the first, +2 damage the second, +3 damage the third), up to a maximum equal to one-half of the attacker’s experience level.

Mission, Guard

XYZ

One-Inch Punch

The attacker makes a small (but concentrated) strike that deals immense pressure. Once per turn the at-

tacker may make a special unarmed strike. The player must make a body region roll. The attack gains one of the following abilities (depending on which body region is hit):

- **Head:** Inflict knockout
- **Torso:** 2 Knockback
- **Arms:** 1 sunder
- **Legs:** Inflict hook

Pass Guard

XYZ

Paralyzing Punch

The attacker interrupts the defender's inner chi, stopping them in their tracks. The attacker may perform a special strike that, if dealt 1 or more points of damage, causes the defender to take a number of paralysis counters equal to the damage, instead.

Power Punch

Once per turn, the character may perform a strike with 1 pierce and double damage.

Predictive Evasion

Once per turn the character may parry against an unarmed attack of their choice as a free action.

Read Body Language

Once per minute, the character may spend a half-turn action concentrating on a character that has made at least one attack this round. Until end of minute, the character gains advantage on all guard actions (or +1 defense) against that target (player's choice). This choice may be chosen once per concentration performed for this purpose.

Reflection Attack

The character evades attacks and counter-moves. Once per round, when a melee or unarmed targets the character but deals no damage, they may perform one unarmed attack of your choice as a free action.

Rotating Kick

The attacker may choose to perform a special kick attack, then pivot their body to face a new enemy. Once per round, if the attacker's kick inflicts 1 or more damage, they may make another kick attack that targets a different target, as a free action.

Spin Kick

The attacker may perform a high round kick that hits the character's upper body. If 1 or more points of damage are inflicted from roundhouse kick, the defender suffers 1D-1 stun counters.

Sweeping Kick

The attacker may perform a fast circular kick that has sweep and hook.

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.

FOR 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).

FOR 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.

FOR 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 & POSITIONING

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 1D	Body Region	Damage Modifier
1	Left Leg / Foot	1x damage
2	Right Leg / Foot	1x damage

3	Left Arm / Hand	$\frac{1}{2}x$ damage
4	Torso	1x damage
5	Right Arm / Hand	$\frac{1}{2}x$ damage
6	Head	2x 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.

FOR 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 knockback 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-turn action removing the weapon or projectile from their body but immediately suffers pierce damage equal to twice the weapon's damage number (minimum 1 damage). Damage inflicted this way ignores armor.

Slow Shot

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

Strangle

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

Sunder

The defender must make a Reflex Save: If failed, their armor permanently loses 1 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.

Open Adventure

OPEN ADVENTURE fantasy & science fiction game is not your ordinary game! Every adventure is like writing a collaborative novel with you and your friends or family. Players take on the roles of elves, androids, dwarfs, changlings, minotaurs or humans (amongst many others) and travel through a fantastic world or mysterious galaxy filled with dangers and excitement. Adventurers will wander through terrifying dungeons or frightening starbases conquering enemies, solving puzzles and evading traps.

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