

Open Adventure

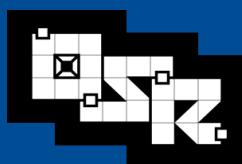
FANTASY & SCIENCE FICTION ADVENTURE GAME



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



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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.

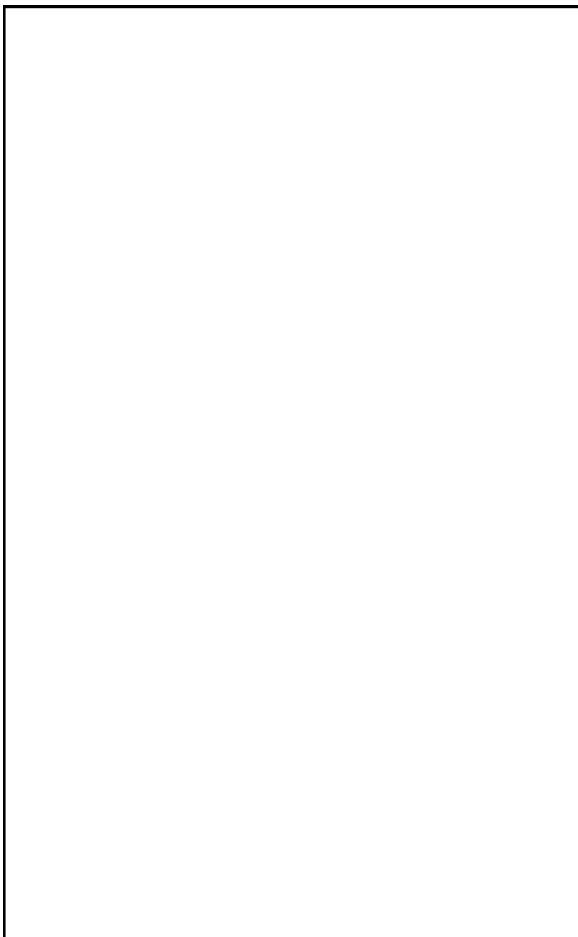
Open Adventure (OA) is best played with 2 or more people, though the game can be played solo with a few modifications to the base rules. This game is most enjoyable when played by a group of 2 to 9 people, though in theory any number of players may participate. Unlike other games, this game does not 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 **Host-Controlled Characters (HCCs)**. A group of characters (PCs and/or HCCs) 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 (HCCs) 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 HCC. Any HCC that is unfriendly or hostile towards a player-character is an enemy.

When PCs meet up with or run into HCCs 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.

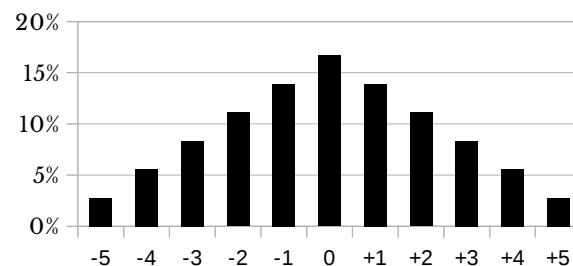
STANDARD DICE ROLL RESULTS

	□	□	□	□	□	□
□	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

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.

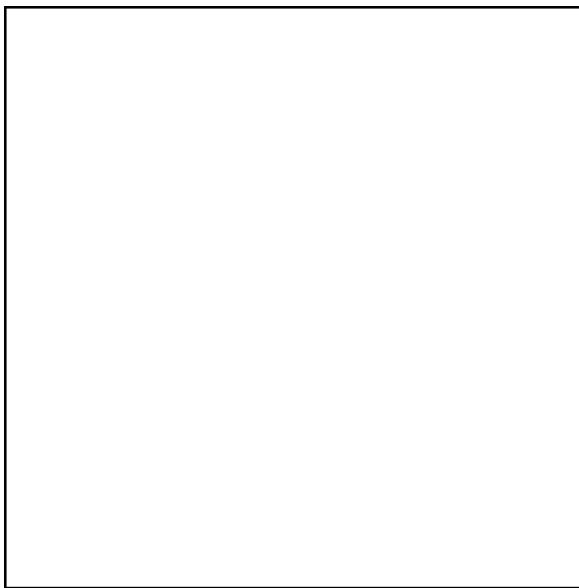
As an alternative Standard Roll, players may roll five Fudge™ dice. Count the number of “+” and “-” pairs that are rolled. Discard all pairs and any “0” rolled. The number of “+” or “-” remaining (if any) represents the total number rolled for the Standard Roll.

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 names 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 XYZ), **Secondary Abilities** (on page XYZ) and **Independent Abilities** (on page XYZ) to familiarize yourself with the terms and player-character mechanics of the game.
3. Roll 2D three times and choose one of the rolls to determine the **Species** (page XYZ) the PC is born as, then choose one of the other rolls for the PC's **Race**. Write down all starting scores and other important information about their species.
4. As a young adult, the PC must attempt to enter one **Trade** (see page XYZ). The character may be required to perform an entry test to see if they can join. If they fail, they must instead pursue another trade. Once in a trade, characters must pursue a **Profession** related to their trade.
5. The PC acquires a **Destiny** (on page XYZ). Roll 2D to generate the cause and events of their background and write down any bonuses, penalties and details of their adulthood.
6. As an adult, the PC embraces a life path, known as an **Archetype**. Choose one archetype (starting
7. on page XYZ) for the PC and write down any bonuses, penalties and talents the PC receives.
8. 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.
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 (500 XP).
10. 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.
11. Consult page XYZ to determine how much starting currency the PC begins with. Starting weapons, armor and adventure equipment (starting on page XYZ) 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.
12. Determine the character's **Attack (ATK)** score by adding their weapon's **Damage** 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".
13. 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".
14. Choose a name, personality, Trait (page XYZ) and moral Alignment (on page XYZ) for the character. Give this step care, as once you've chosen a name and personality, they can rarely be changed!

CHARACTER CREATION SUMMARY

1. Roll 2D twice to determine your PC's Species & Race.

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

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 may be 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 (ALPHABETICAL)

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 damage score (see page XYZ).
- **Weight Carried:** The amount of equipment weight 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 XYZ).

PERCEPTION (PER)

Perception refers to eye-hand coordination, atten-

tion 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.

- **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 damage score (see page XYZ).

INTELLIGENCE (INT)

Intelligence represents how well a character can use reasoning to solve mental problems and recall knowledge. Intelligence is particularly important to scouts, but also crucial to any character who is likely to learn a large array of skills.

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

DEXTERITY (DEX)

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

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

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 in their valor and/or wisdom (used in social situations such as HCC reactions to a character's presence—see page XYZ).
- **Willpower Save:** Characters' willpower save score is equal to their charisma (see page XYZ).

VITALITY (VIT)

Vitality is a measure of a character's constitution, stamina and physical fortitude. Vitality is particularly important to disciples, but is also crucial to all characters since it determines their overall health.

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

MAGIC (MAG)

Magic represents the innate ability for a character to harness unseen but potent supernatural powers. In a medieval fantasy campaign magic wielders tap into an arcane realm of occult possibility known as spells. For science fiction campaigns, characters with psionic powers draw energy from a mysterious "parafuse". 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 HCCs. 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. 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.

There are 14 secondary abilities every PC and HCC 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** on page XYZ.

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

⚡ STAMINA

Stamina represents a character's endurance, 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 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 continues 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.*

Declaring Actions: 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.

When declaring actions of the 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 at the task and continue until it is complete. Inversely, 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 XYZ) 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 GK determines the character should perform an ability test to see if they’re successful. The Game Keeper decides the strength ability is the logical primary ability to test. The player adds the modifiers 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 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.*

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 has a -1 skill point for swimming. The player rolls a +2, which becomes a 1 because of the -1 penalty (+2 - 1 = 0).

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 XYZ), however no one skill can have more than 10 skill points assigned to it.

Skilled/Unskilled: If the character has 1 or more positive skill points to an action, that specific action is referred to as a **Skill**. In addition, the character is con-

sidered “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, 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.

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 field of studies 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 placed 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.

A list of example actions types can be found on page XYZ.

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 XYZ).

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 XYZ for details on skills) plays a unique role on the character’s chances for success or failure during an ability test.

TRAINING & SKILLS

	Skilled	Unskilled
Trained	Advantage	-
Untrained	-	Disadvantage

Characters performing an action that they are either “trained” or “skilled” in gain advantage to their ability test. However, if a character is “untrained” or “unskilled” in the action, they gain disadvantage to their ability test. Training and skills are handled separately and therefore can negate the effects of either one (as per the normal rules of advantage & disadvantage, see page XYZ).

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

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 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 may try pushing a large stone aside that blocks an entrance to an underground catacomb. In this example two characters are better than one.

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

Next all characters who are trying to help should make 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 pain PC is “unassisted”.

Assistance from Equipment: Characters may use equipment to augment their capabilities when undertaking a task. In order for a character’s action to be considered “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 an opportunity.

The character makes an additional ability test performed prior to the main test to determine if the equipment proved useful and provided assistance. The character must make an extra ability test for every piece of equipment they wish to use during their task. The GH counts the number of attempts when the equipment passed and failed during the ability test. If the majority of the attempts passed the test, the PC is considered “assisted”. However, if the majority of attempts failed the PC is “hindered”. If an equal number passed and failed, the PC is “unassisted”.

When counting successes and failures in the above steps (“assistance from allies” and “assistance from equipment”), the PC can never have more than three success total; but can have an unlimited number of failures.

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

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 must first perform extra two climb tests prior to their main climb test.

Both tests are successful, making the character’s climb test “assisted”. The character performs the actual climb test with advantage.

If they’re “hindered”, they have disadvantage to their task. If their task is “unassisted”, they gain no bonuses

or penalties.

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 XYZ) 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!”* It 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 1 or more days have passed since the last attempt or until the GH’s discretion.

Secret Ability Tests

Some special ability tests have dice rolled in secret by the GH instead of the player, and such 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!

LANGUAGES

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

Language Points (LP): Languages are considered a “learned” ability (see page XYZ), meaning a character must first either be trained in the language (see page XYZ for details on trained abilities) or have 1 or more 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.

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

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

FOR EXAMPLE, the elven species speaks “elf”, while the dwarven 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 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 (see below)—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 secret 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 XYZ.

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

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 cants at the same rate, due to the ever-changing nature of the passwords, secret gestures and jargons of these secretive languages.

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 cants, speaking a cant takes considerably longer; requiring twice the time needed to convey the same message (a speed of 75 words per minute).

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

SAVES

A **Save** represents the chance for the character to avoid—or reduce—the effects or damage of special attack. There are three types of saves every character possesses:

Fortitude: 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: 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: 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 an ability test (as described starting on page XYZ), 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, etc. allow for the character to attempt a save.

A successful save means the amount of damage suffered is reduced by one-half or the effect is negated entirely. An unsuccessful save means the character takes full damage or suffers the entire effect. Details of when a save is possible, and the consequences of success or failure 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 (explained on page XYZ).

Before the character suffers 1 or more points of damage from an attack, magic or other source of damage, 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 damage type they are vulnerable towards, they suffer double damage, instead.
- **Weak:** Each time the character suffers damage from a damage type they are weak towards, they must perform a save test (see page XYZ to determine which save test). If they fail, they suffer double damage, instead.
- **Normal:** The default stance most characters have towards the majority of damage types. No additional damage is suffered or negated from a normal damage resistance.

- **Strong:** Each time the character suffers damage from a damage type they are strong against, they may perform a save test (see page XYZ to determine which save test). If they succeed, they suffer half damage, instead.
- **Immune:** The character is immune from the damage and effects of a damage type that they're immune towards.

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 XYZ 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 XYZ.

REACTIONS

When HCCs first encounter or interact with the character, their initial reaction, opinions and actions towards the character are formulated by a **Reaction Test** to determine how the HCC reacts or responds to the character.

Reaction Test: When the character first encounters an HCC, the host-controlled character may, at the GH's discretion, make a reaction test. A reaction test is the same as an ability test (as described on page XYZ) based off the HCC's charisma score; except it considers several unique factors, from both the HCC as well as the character, into consideration:

- **HCC's Charisma:** Every time an HCC performs a reaction test, they base the test off their charisma score.
- **Alignment:** As discussed in detail starting on page XYZ, alignment is an ability that all characters have; denoting their moral or ethical standings. If the HCC has an opposed alignment to that of the character, the HCC is more likely to react negatively towards the PC. Inversely, if the HCC has the same alignment as that of the character, they are more likely to act in favor of the character. See alignment for details on how virtues and vices affect social interactions with HCCs.
- **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 possesses 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 HCC makes a reaction test, the character's valor or wisdom score will act as a modifier towards the HCC'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 HCC gains +1 to their reaction test. For every point the character's valor/wisdom is below 5, the HCC gains a -1 to their reaction test. A valor/wisdom score of exactly 5 provides no such bonuses or penalties.

If the HCC passes the reaction test, they will gener-

ally act positively, or even friendly, towards the character. However, if the HCC 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 total 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 HCCs (enemies), but before combat, each faction 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 performed the same as an ability test. The character has an initiative equal to their perception. 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

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 using.

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

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

Unarmed attacks are any form of kicks, strikes, traps or grapples that do not involve weapons. Characters with a high dexterity are skilled unarmed fighters because of their flexibility and speed at winning fights.

Note: Some special weapons, known as "unarmed weapons", may be used during unarmed attacks.

Attack Damage

Every weapon used in combat has a **Damage** 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 damage. 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 of 3 damage would have an attack of 9 ($6 + 3 = 9$).

Some weapons have a damage of 0. This simply means the quality of the weapon is poor; not that no damage is inflicted. If a weapon had a damage of a negative number (such as -2, or -3), the weapon's damage would be subtracted from the strength or perception of the PC.

When performing an unarmed attack, the same process is used as described above except no weapon damage is added (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 damage number (if it's a melee or ranged attack)
3. Add the two numbers together

Characters who wield dual weapons, or switch from one weapon to another, will often have different attack values for each weapon since the damage rating of weapons are often different. See more information about dual-wielding on page XYZ.

Defense

Defense is a rating of a character's passive defense from attacks of enemies. Defense is calculated the same as an attack, but uses a character's dexterity score and the protection rating of any armor worn. Every armor, including shields, has a protection number.

FOR EXAMPLE, a character with a dexterity of 5 wearing an armor of 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 HCCs 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 6 independent abilities every PC and HCC possesses: alignment, motives, perks, speed, talents and traits.

ALIGNMENT

The actions, deeds and intentions of the character, whether they are pure of heart or with malice intent, affect how HCCs perceive and treat that character (see reactions on page XYZ). The more evil a character is, for example, the less admired they are by those who align themselves with justice and law, but the more accepted they are by other evil individuals.

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 HCCs)? 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 XYZ). However, during the customization step of character creation (on page XYZ), the player may choose a different alignment for the 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 XYZ) 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 described on page XYZ, 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.
- Momentous Event:** When a player chooses a moment of triumph or a moment of defeat (see momentous events on page XYZ), they may use the character's virtues and vices as an impetus.
- Social Interactions:** HCCs of the same alignment (good, neutral or evil) as that of the character are more likely to respond positively. Inversely, HCCs of an opposing alignment (e.g. good against evil) are more likely to respond negatively. If the PC and HCC 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 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 XYZ).

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.

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

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 a number of AP (of the opposite type, if possible) equal to the number they gain.

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 points). 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 total is between -2 through +2, the character is considered neutral. If the total 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.

ALIGNMENT SPECTRUM

RP/EP Difference Alignment

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

Moral Dilemmas

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

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

Gaining/Losing Virtues & Vices: When the PC is faced with a moral dilemma, the player must 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. Inversely, 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.

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 the virtue and vice being 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 a 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, that virtue or vice receives is adopted by the character. 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 of fulfillment of a virtue/vice, and will not act contrary to their traits (see page XYZ), motives (page XYZ) or other virtues/vices they've adopted.

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.

Before high adventures can commence, 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 XYZ. The player will then assign one of the rolls they made to the choosing of the species that the character is born as.

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 XYZ. 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 (listed 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 XYZ for details concerning character sizes.

Speed: A score representing the number of spaces the creature can move per half-turn action they spend moving. See page XYZ for details about character speed.

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 for player-character creation, certain numbers will increase (depending on the choices made by the player).

Perks: Perks represent special abilities that are innate to the creature type. See page XYZ 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.

RACES

Each creature type has three **Races** available to be played as a player-character. 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.

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

To determine the character's race, the players must turn to the page listing the species of the character. At the bottom of each 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 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 GK'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 move up to their speed once per minute. This perk does not affect initiative and 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 point. 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	-

Dwarves 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: Dwarves are strong against poison damage and effects.

Dark Vision: Dwarves 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: Dwarves have strong resistance against evil damage, magic and effects.

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

MOUNTAIN DWARF

Common (2-7 on 2D)

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

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

Alignment: Good

HILL DWARF

Uncommon (8-10 on 2D)

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

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

Alignment: Good

DEEP DWARF

Rare (11-12 on 2D)

Deep dwarves 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 of any order).

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

GNOME

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)

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

Alignment: Good

MOUNTAIN GNOME

Uncommon (8-10 on 2D)

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

Alignment: Neutral

DEEP GNOME

Rare (11-12 on 2D)

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 move up to their speed once per minute. This perk does not affect initiative and cannot be used while running.

FOREST LUPIN

Common (2-7 on 2D)

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

Alignment: Good

HILL LUPIN

Uncommon (8-10 on 2D)

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

Alignment: Neutral

TUNDRA LUPIN

Rare (11-12 on 2D)

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 move up to their speed once per minute. This perk does not affect initiative and 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)*

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

Alignment: Evil

MOUNTAIN MINOTAUR *Uncommon (8-10 on 2D)*

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

Alignment: Evil

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

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 of any order).

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

FOREST SATYR

Common (2-7 on 2D)

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

Alignment: Good

DARK SATYR

Uncommon (8-10 on 2D)

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

Alignment: Evil

ANCESTRAL SATYR

Rare (11-12 on 2D)

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:

Thermal Vision:

Psionic Resistance:

Natural Armor:

TECHNICIAN ANDROID *Common (2-7 on 2D)*

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

Alignment: Neutral

ASSISTANCE ANDROID *Uncommon (8-10 on 2D)*

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

Alignment: Neutral

COMBAT ANDROID *Rare (11-12 on 2D)*

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:

Natural Concealment:

Multi-Arm:

Prolonged Breath:

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

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

Alignment: Neutral

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

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

Alignment: Neutral

TRUE FORM *Rare (11-12 on 2D)*

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	2	-	6	4	2	2

Genetic Clones are creatures who were designed and created in a laboratory as super soldiers to fight far-away wars for a dystopian empire. Genetic clones have impeccable bodies for battle: large muscles, 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:

Enhanced Hearing:

Disease Resistance:

High Jump:

SOLDIER CASTE

Common (2-7 on 2D)

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

Alignment: Neutral

SCOUT CASTE

Uncommon (8-10 on 2D)

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

Alignment: Neutral

COMMAND CASTE

Rare (11-12 on 2D)

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

Alignment: Neutral

INSECTOID

Small height, slim body – Speed: 5

STR:	PER:	INT:	DEX:	CHA:	VIT:	MAG:
4	2	-	6	4	2	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. Insectoids are extremely intelligent and great inventors. Their culture is varied, made of the best technology from many other space-faring societies that they've collected over the generations through trade and commerce. Insectoids are hard industrious workers and loyal allies. Their honesty is renown throughout the galaxy.

SPECIES PERKS

Gliding Wings:

Cold Blood:

Multi-Arm:

Natural Armor:

HOPPER

Common (2-7 on 2D)

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

Alignment: Good

ROACH

Uncommon (8-10 on 2D)

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

Alignment: Neutral

MANTIS

Rare (11-12 on 2D)

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:

Natural Pelage:

Proficient Climb:

Nimble Fall:

BABOON	<i>Common (2-7 on 2D)</i>
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Ability Modifiers: +1 INT, +1 CHA, -1 VIT

Alignment: Neutral

TARSIER	<i>Uncommon (8-10 on 2D)</i>
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Ability Modifiers: -1 PER, +1 INT, +1 CHA

Alignment: Good

SILVERBACK	<i>Rare (11-12 on 2D)</i>
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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:

Amphibious:

Large Tail:

Toxic Attack:

SPIKED-BACK	<i>Common (2-7 on 2D)</i>
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Ability Modifiers: +1 STR, -1 INT, +1 VIT

Alignment: Evil

CRESTED-CROWN	<i>Uncommon (8-10 on 2D)</i>
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Ability Modifiers: +1 STR, -1 INT, +1 DEX

Alignment: Neutral

FLAT-TAIL	<i>Rare (11-12 on 2D)</i>
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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:

Constriction Attack:

Amphibious:

Cold Blood:

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

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

Alignment: Good

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

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

Alignment: Neutral

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

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

Alignment: Evil

XETOS

Large height, stout body – Speed: 6

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

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 gargoylean faces and bodies are often adorned with tattoos and scars from battle.

SPECIES PERKS

Enhanced Initiative:

Disease Resistance:

Psionic Resistance:

Low-Light Vision:

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

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

Alignment: Neutral

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

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

Alignment: Evil

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

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. Extending back from the crown of the head, zultoss have a bony crest giving their heads a long, sloped look.

SPECIES PERKS

Psionic Resistance:

Blindsight:

Farsight:

Enhanced Hearing:

EMPYREAN PROGENY

Common (2-7 on 2D)

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

Alignment: Evil

ÆON PROGENY

Uncommon (8-10 on 2D)

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

Alignment: Neutral

STARBORNE PROGENY

Rare (11-12 on 2D)

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 race is small and the other medium), the player may choose between the two sizes that the new character will be.

7. DETERMINE RACE: After the creature's racial frequency (e.g. common, uncommon or rare) has been determined (see page XYZ), 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 XYZ.

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 XYZ 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

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.

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.

The player is encouraged to think about and cultivate a backstory for the character, based off the above information provided by the game host. In the following steps, the player will continue to build the PC's background.

Young Adulthood

From childhood, the character grows older and approaches young adulthood. This process begins approximately during the first 1/5 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 XYZ), spanning a wide range of sectors within society. The player must decide what trade the PC is most capable of pursuing, and what type of profession within that trade would be 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**.

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+

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 6 and dexterity 4 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.

Qualification Test: To qualify for a trade, the character makes an ability test (see page XYZ) for each ability score that is below the minimum (they may still attempt the test even if their ability score is 0 or less). 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 result of 5, qualifying the PC to enter the expedition trade.

Characters may only make one qualification test per trade. However, each player may choose to re-roll all

ability tests for one trade of their choosing. If the player chooses to reroll, they *must* use the second dice result.

Failing a Qualification Test: If the character fails a qualification test, the player should include such an event as part of the character's background. The PC may not be 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 bound.

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 XYZ for details on 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 XYZ for details about qualification tests.

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

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 during a character's destiny roll (see page XYZ) and starting wealth (page XYZ).

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 would like 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

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

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

Professional Benefits

Anytime the character performs an ability test that involves an action which the GH deems 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 XYZ 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 an direct requirement for performing the profession's common duties are considered eligible for the advantage bonus.

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

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

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+

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 (choose one).

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.

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 (choose one).

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+

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 (choose one).

MILITARY

Standard of Living: Middle

Qualification: DEX 3+, VIT 4+

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+

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 (choose one).

OCCULT

Standard of Living: Wealthy

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

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)

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+

Example Professions: astronomer, astronaut, biolo-

gist, 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+

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 (choose one).

III: CHALLENGE: ROLL FOR DESTINY

Open Adventure

OPEN ADVENTURE fantasy & science fiction game is not your ordinary game! Every adventure is like writing a collaborative novel with you and your friends or family. Players take on the roles of elves, androids, dwarfs, changlings, minotaurs or humans (amongst many others) and travel through a fantastic world or mysterious galaxy filled with dangers and excitement. Adventurers will wander through terrifying dungeons or frightening starbases conquering enemies, solving puzzles and evading traps.

OPEN ADVENTURE has never been easier to play than now! This rulebook contains all the rules necessary to begin playing and running your own adventure today. The rules have been written and organized so that people who have never played before can begin playing with minimal preparation and supplies. OPEN ADVENTURE can be played by any young adult age 10 and up. The entire family will enjoy exploring every facet of the game as they set out to complete their own OPEN ADVENTURE. With hundreds of features, including:

- Guidelines to develop and play seven exciting character archetypes up to 10th level
- Comprehensive lists of over 85 weapons, 30 armors, and a multitude of expedition gear and magic symbols
- Over 45 fun-filled Perks for personalizing a player-character's capabilities and your own unique play style
- Over 25 conditions and 20 combat abilities insure dramatic battles are always exciting
- 19 different races and species—with the option of creating your own or using one not listed in the rulebook
- Over 125 magical spells and mysterious psionics allows characters to harness supernatural powers to overcome the perils of the game

...no two adventures will ever be alike! If your character is smart enough and strong enough, they'll discover treasure and wealth beyond imagination! However, the journey will not be an easy one and is not for the faint of heart. Death may come easy to those who do not think. Beware; for your character has less than a 20% chance of survival...

Thus warned, shall ye enter? If so—grab some dice, your friends or family and discover where your open adventure of the imagination will take you tonight!



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