

Open Adventure

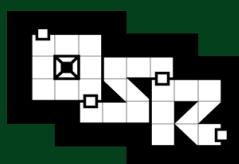
FANTASY & SCI-FI ADVENTURE GAME



INTERMEDIATE RULEBOOK

READ THIS BOOK SECOND!

For any number of players ages 10 and up!



KYLE MECKLEM

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Open Adventure

FANTASY & SCI-FI ADVENTURE GAME



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Part I: Introduction

WARNING: This book has been designed to work with the OPEN ADVENTURE Basic Rulebook (blue cover); it cannot be played without the basic rules and does not explain how to play the OA game. You must have the Basic Rulebook before you can play with this book.

OPEN ADVENTURE is a role playing game for persons 10 years of age or older. In the game rules, individuals play fantasy or science-fiction characters in a medieval fantasy or science-fiction world where super powers and magic are real, and heroes and heroines venture to unexplored frontiers in search of fame, fortune and conquest. Characters gain experience by overcoming perils, defeating enemies and acquiring lost treasures. As characters gain experience they grow in both power and talent.

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

"BIEM" Rulebook Series

This book (called the **INTERMEDIATE RULEBOOK**), is a continuation of the OPEN ADVENTURE **BASIC RULEBOOK**, allowing characters to join guilds, develop helpful talents and explore the countryside and possibly even other planets and star systems. Most of the information in this rulebook is new, though some rules expand upon information introduced in the basic rulebook. Therefore, you should first have played the basic rulebook and become familiar with its rules before proceeding to this intermediate rulebook.

Three other rulebooks are available—each book providing more rules for things such as enduring the elements of the wilderness, constructing your own stronghold, ruling your own dominion and more!

The **GAME MASTER'S RULEBOOK, (GMR)** 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 GMR should only be read and used by the one player who chooses to take on the role of the game

master. To all other players, the contents of the GMR should remain a secret, so as not to spoil the mysteries that lie within.

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

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

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

OA was designed to be modular, allowing you to use all the rules from each rulebook or only part of the rules. If any rules from the intermediate rulebook directly or indirectly contradict rules in the basic rulebook, use the rules in this book instead. Once familiar with the rules, you are encouraged to create your own enemies, treasures, technology and more, using the rules as a guideline.

How to Use This Book

This rulebook has been divided into six sections.

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

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

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

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

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

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

Part II: Character Advancements

In this chapter new skills, talents and character capabilities are discussed and listed. The game master may use any number of the rules listed below, depending on the setting of the adventure or campaign.

Age

Most adventurers will begin their journey at a young but suitable age. However, if a player wishes to create a character who is younger or older than usual, they should discuss with the game master on an appropriate age for their character, during character creation.

At the GM's discretion, a certain species could have a lifespan anywhere from a few decades to a few centuries. The game master should decide an appropriate number of years that each species typically lives before they succumb to old age; then divide the number of years into five equal stages (see the table below).

If a character is older than "adulthood", they suffer -1 to a physical trait: strength, dexterity or health (player's choice) and gain +1 to a mental trait: perception, intelligence or charisma (player's choice) for each stage above adulthood. Characters younger than "adulthood" will have the opposite modification to their traits.

Characters who are exceptionally young ("adolescence" stage or younger) or exceptionally elderly ("elderly" stage or older) suffer three -1's to one or more physical traits and three -1's to one or more mental traits, instead.

The normal rules to character creation still apply: no

primary trait (other than magic) can be less than 1, and no primary trait (including magic) can be greater than 10.

Character Age Modifiers

| Age Stage | Physical | Mental |
|-------------|----------|--------|
| Adolescence | +1 | -1 |
| Adulthood | - | - |
| Middle Age | -1 | +1 |
| Golden Age | -2 | +2 |
| Elderly | -3 | +3 |

Skills

In the **BASIC RULEBOOK**, characters started at level 0 with skill points from their archetype, race/species and focus selections. Now player and non-player characters begin with an additional number of skill points equal to their intelligence primary trait. FOR EXAMPLE, a player creates a new character with an intelligence 7. That character would begin with +7 extra skill points (in addition to any other skill points they would start with normally). The smarter a character is, the faster of a learner they are and the more naturally talented they become.

Skill points earned this way may be placed in any of the talents for the strength, perception, intelligence, dexterity or charisma primary traits (player's choice). However, no individual skill may have more than 10 skill points, in total, assigned to it.

Skills List

| Strength Skills | Perception Skills | Intelligence Skills | Dexterity Skills | Charisma Skills |
|--------------------------|-------------------|------------------------|---------------------|--------------------------|
| Climb ¹ | Forgery* | Appraise [Item]* | Balance | Barter* |
| Escape ¹ | Gamble* | Bureaucracy [Subject]* | Climb ¹ | Deception* |
| Force Open | Investigate* | Craft [Item]* | Defend [Armor] | Etiquette [Culture]* |
| Intimidate* ¹ | Listen* | Engineer [Device]* | Escape ¹ | Handle Animal* |
| Jump ¹ | Lock Pick* | Knowledge [Topic]* | Hide* | Intimidate* ¹ |
| Melee [Weapon] | Navigate [Area]* | Language [Culture]* | Jump ¹ | Leadership* |
| Seduction* ¹ | Ranged [Weapon] | Lore [Category]* | Sneak* | Perform [Art]* |
| Steadfast | Search* | Medicine | Pilot [Vehicle] | Persuade* |
| Swim | Sense Danger* | Repair [Device]* | Sleight of Hand* | Seduction* ¹ |
| Taunt* | Sense Deception* | Survival [Area]* | Unarmed [Attack] | Teach |

* = ability test results are known only to the game master, ¹ = multi-trait skill

Part II: Character Advancements

Skills With [Brackets]

Some skills require a specific area of expertise to be chosen. When this is required, the skill will have a sub-topic listed in brackets. Any modifiers for that skill only apply to the sub-topic chosen.

Players should work with the game master to choose an appropriate sub-topic that is appropriate for the adventure the players will engage in. FOR EXAMPLE, the “melee” skill requires a specific weapon type to be chosen. If a player put 3 skill points into the melee skill and chose a bastard sword; their character would gain the bonus from the melee skill—but only when using the bastard sword (other weapons would not receive the bonus). Players may place skill points into the same skill more than once, choosing different sub-topics as desired.

Multi-Trait Skills

A number of skills are listed in more than one primary trait. FOR EXAMPLE, the “jump” skill is listed both under strength and dexterity. Skills of this nature can allow the player to choose which of the primary traits they wish to base the skill off, before performing a skill test. FOR EXAMPLE, a player could choose to perform a jump skill test based off the strength trait—or the dexterity trait. Players must announce which of the traits they chose before performing the skill test.

Skills List (Alphabetical)

Appraise [Item]

TIME: 1 minute
TEST RESULT: ⚡ Unknown
REPEATABLE: ✘ No

The PC with an astute eye for detail may attempt to appraise the target [Item] (such as a piece of treasure, armor, weapon or equipment) to determine an accurate value of it's worth, in coins or credits.

If Successful: If Failed:

The character receives an accurate estimation for the value of the target [item].
The character receives false information or no information.

Balance

TIME: 1 standard action
TEST RESULT: ☺ Known
REPEATABLE: ☻ Yes

“Balance” is the skill to stay centered and not fall from a narrow ledge or walkway. It’s a character’s ability to keep their equilibrium even on unsteady terrain.

If Successful:

The character maintains their balance and does not fall.

If Failed:

The character falls prone to an adjacent space (of the GM’s choosing).

Barter

TIME: 5 Minutes
TEST RESULT: ⚡ Unknown
REPEATABLE: ✘ No

“Barter” is the art of negotiation in an effort to lower the price on an item for sale or trade. This ability can only be done once per merchant per day.

If Successful:

The price of a specific item, weapon, armor etc. is reduced by 10% (rounded down).

If Failed:

The price of a specific item, weapon, armor etc. is increased by 10% (rounded down).

Bureaucracy [Subject]

TIME: 5 days
TEST RESULT: ⚡ Unknown
REPEATABLE: ✘ No

“Bureaucracy” is the skill to negotiate with people of a certain organization or individual [Subject] to successfully pull favors, win respect or accomplish tasks. A PC good at bureaucracy is good at negotiating the “red tape” or an organization.

If Successful:

The character achieves a minor favor or task using the power and will of a particular [subject].

If Failed:

The [subject] does not agree to perform a favor or action for the character.

Climb

TIME: Instant (free action)
TEST RESULT: ☺ Known
REPEATABLE: ☻ Yes

“Climb” represents the proficiency in climbing difficult slopes or sheer walls. See the **BASIC RULEBOOK**

for details on climbing. This skill test should be repeated at the beginning of every turn a character is hanging on a wall unsupported. Climbing is treated as moving on vertical terrain.

If Successful: If Failed:

| | |
|--|--|
| The character is able to climb a wall for this turn. | The character falls. See the BASIC RULEBOOK for details on falling. |
|--|--|

| Skill Points | Ability |
|--------------|-----------------------------------|
| 2 | ⚡⚡⚡: +1 Defense until end of turn |
| 4 | ⚡⚡: +1 Defense until end of turn |
| 6 | ⚡: +1 Defense until end of turn |
| 8 | ⚡: +1 Defense until end of turn |
| 10 | ⚡: +1 Defense until end of turn |

Craft [Item]

TIME: See below

TEST RESULT: ⚡ Unknown

REPEATABLE: ✘ No

“Craft” represents hands-on expertise at creating something such as:

- Set Trap
- Construct Item

SET TRAP: Allows a character to set a trap. Must have a trap kit (see the **BASIC RULEBOOK**) to use. Craft can only be used on an adjacent empty space.

CONSTRUCT ITEM: The character can craft an item such as armor, a weapon or a piece of equipment.

The time required to use this skill depends on the individual items.

If Successful: If Failed:

| | |
|--|---|
| The character builds a trap that is only visible to him or her (unless seen through a search ability) or constructs an [item]. | The trap or [item] is not built and any trap kits used are destroyed. |
|--|---|

Deception

TIME: 1 full-turn action

TEST RESULT: ⚡ Unknown

REPEATABLE: ⚡ Yes

“Deception” is the dark art of misleading or lying to people. Deception can only be performed on a target NPC (but not on player characters). The TN for deception is equal to the NPC’s “sense deception” skill.

If Successful: If Failed:

| | |
|---|--|
| The character successfully deceives target NPC. | The target NPC is not deceived. The GM will perform a reaction test for the NPC. |
|---|--|

Engineer [Device]

TIME: See below

TEST RESULT: ⚡ Unknown

REPEATABLE: ✘ No

“Engineer” is a broad set of skills encompassing several smaller engineering abilities:

- Enable/Disable Device
- Operate Device

ENABLE/DISABLE DEVICE: A character may attempt to arm or disarm a trap or enable or disable a mechanical device.

OPERATE DEVICE: A character may attempt to use or hack into a device or machine such as a computer or starship station (see page XYZ for information on starship stations).

The time required to use this skill depends on the individual items (determined by the GM).

Defend [Armor]

“Defend” is a character’s ability to defend themselves from incoming attacks through parry and evasion. Character’s ability to defend themselves is affected by the type of [armor] they’re wearing at the time. The bonuses from this skill only apply to the specific [armor] type chosen by the player. Wearing no [armor] is considered a valid armor type.

Depending on the number of skill points placed in the defend skill, the character gains the following ability (only one ability may apply):

Part II: Character Advancements

| If Successful: | If Failed: |
|---|---|
| The character successfully disables or operates a device. | The trap is triggered, not disabled or the [device] is not operated. REFLEX SAVE: if failed, the [device] breaks. |

Escape

TIME: 1 round (10 Minutes)
TEST RESULT: Known
REPEATABLE: Yes

“Escape” represents a character’s ability to free themselves from restraints such as cuffs or shackles. It also entails breaking free of prison or jail cells.

| If Successful: | If Failed: |
|---|---|
| The character successfully escapes their bonds. | The character does not escape. REFLEX SAVE: if failed, the character has broken the device preventing it from opening or unlocking. |

Etiquette [Culture]

TIME: See below
TEST RESULT: Unknown
REPEATABLE: Yes

“Etiquette” involves understanding and performing the finer points of respect (through words and action) as viewed by a particular [culture] or society.

The time required to use this skill depends on the type of etiquette being performed.

| If Successful: | If Failed: |
|--|---|
| The GM will make a reaction roll with a number of +1 modifiers equal to the number of points over the TN needed to succeed at the etiquette skill. This roll will determine the response from the patrons of that [culture]. | The GM will make a reaction roll with a number of -1 modifiers equal to the number of points under the TN needed to succeed at the etiquette skill. This roll will determine the response from the patrons of that [culture]. |

Force Open

TIME: 1 minute
TEST RESULT: Known
REPEATABLE: Yes

“Force open” is a character’s ability to bend bars, lift gates or bash open an item such as a door, chest or lock.

| If Successful: | If Failed: |
|---|--|
| The adventurer successfully forces a stuck or locked door or object open. | The device does not open. REFLEX SAVE: If failed, the door is permanently broken in a locked or stuck state—or the contents inside are destroyed or damaged. |

Forgery

TIME: See Below
TEST RESULT: Unknown
REPEATABLE: No

“Forgery” is the art and science of crafting a fake or counterfeit article to pass off as the real thing. Because of its intricate work, it requires an eye for detail.

The time required to use this ability depends on the object being counterfeited.

| If Successful: | If Failed: |
|---|--|
| The character creates a fake item that will be accepted as genuine from any character with a perception equal to or less than the forgery number rolled by the character. | The item looks suspicious by anyone who gives it more than a passing glance. |

Gamble

TIME: 1 Minute
TEST RESULT: Unknown
REPEATABLE: Yes

An adventurer who is good at gambling can become wealthy, indeed! When gambling by playing a game of aular (see page XYZ for rules on aular); players will re-

ceive a number of positive or negative modifiers equal to the number of points that they succeeded or failed the gambling target number. These modifiers are used to either help or hinder a gambler's outcome by applying the results to the dice rolled. FOR EXAMPLE, if a character failed their gambling skill test by -2, any winning dice could be changed by the GM by up to two places (for one or more dice rolled).

For all other gambling games, treat gamble as a normal skill test.

If Successful:

The character succeeds at gambling—or if playing aular—receives that many +/- 1's applicable to the dice rolled in the character's favor.

If Failed:

The character fails at gambling—or if playing aular—receives that many +/- 1's applicable to the dice rolled NOT in the character's favor.

Handle Animal

TIME: 3 Hours

TEST RESULT: ⚡ Unknown

REPEATABLE: ✘ No

"Animal Handle" is the innate skill of being able to calm and communicate non-verbally with a creature of less-than humanoid intelligence. The target number to succeed is equal to "10 – intelligence" of the animal.

If Successful:

Target animal becomes a retainer to the handler (see the **BASIC RULE-BOOK** for information on retainers).

If Failed:

The GM performs a reaction test, using the result from the animal handling test as the result of the reaction.

Hide

TIME: 1 Standard Action

TEST RESULT: ⚡ Unknown

REPEATABLE: ✘ No

"Hide" is the skill to blend into a background or hide in a dark corner. A character must not be adjacent to an enemy when making a hide test. If an enemy moves adjacent to a hiding character, the character must succeed at a new hide skill test vs the enemy's search skill, or immediately become noticed.

If a hiding character attacks or moves to another space, they are no longer considered hiding.

If Successful:

The character hides well enough to be unnoticed by any character with a search skill equal to or less than the hide number rolled by the hiding character.

If Failed:

The character can be seen normally as if not hiding at all.

Intimidate

TIME: 1 Full-Turn Action

TEST RESULT: ⚡ Unknown

REPEATABLE: ☒ Yes

"Intimidate" is the ability to scare off or intimidate an enemy. When performing an intimidate skill test, a character is using their physical looks, posture, war cry or other faculties to persuade one or more NPCs to flee in fear.

For rules purposes, a character can yell a maximum number of spaces equal to "10 x SP" (stamina points). Individual words to be understood at $\frac{1}{2}$ the distance (in spaces) or less.

If Successful:

Any enemies within line of sight and hearing range of the character must make a morale check.

If Failed:

No enemies are intimidated.

Investigate

TIME: 10 Days

TEST RESULT: ⚡ Unknown

REPEATABLE: ☒ Yes

To "investigate" something means for a PC or NPC to spend several days talking with other people, looking up relevant documents and following leads that may reveal the truth about a particular topic.

If Successful:

The game master reveals to the character a helpful hint or clue regarding the investigated topic.

If Failed:

The character receives false information or no information.

Jump

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TIME: 1 Standard Action

TEST RESULT: Known

REPEATABLE: Yes

“Jump” is the ability to leap great distances such as across pits or over obstacles.

At the GM’s discretion, the optional encumbrance rules (page XYZ) affect a character’s jump distance. See page XYZ for additional rules about jumping.

If Successful:

The character makes a successful jump.

If Failed:

The character falls prone onto a space they were attempting to jump over or above.

For details concerning languages, see page XYZ. Note that guild languages do not need to be tested and are automatically understood by any character who would possess the appropriate knowledge.

If Successful:

The player understands the written or spoken language.

If Failed:

The character receives false information or no information about what was said or read.

Leadership

TIME: Instant (Free Action)

TEST RESULT: Unknown

REPEATABLE: No

“Leadership” is the natural ability to raise the spirits and morale of those around you. With a high leadership, an adventurer can convince a retainer to remain loyal to them and their cause.

If Successful:

Target retainer hired by the character or target animal handled by the character succeeds at their morale test.

If Failed:

Target retainer hired by the character or target animal handled by the character fails at their morale test.

Lock Pick

TIME: 1 Round (10 Minutes)

TEST RESULT: Unknown

REPEATABLE: Yes

“Lock pick” represents the proficiency in manipulating pins and tumblers to open a lock without a key.

If Successful:

The lock being picked opens.

If Failed:

The lock being picked does not unlock. REFLEX SAVE: If failed, the lock breaks and is permanently stuck shut. It can never be successfully picked.

Language [Culture]

TIME: Instant (Free Action)

TEST RESULT: Unknown

REPEATABLE: No

There are many languages spoken by characters, depending on their race or species and [Culture]. There is also a “common” language shared by most characters throughout the world and galaxy.

A character must have at least 1 point in the specific language they heard or read before attempting this ability test.

Lore [Category]

TIME: 1 Minute

TEST RESULT: Unknown

REPEATABLE: No

“Lore” is the amount of knowledge a character possesses about a broad [Category] or subject. Unlike a knowledge ability test, lore pertains to general fields of

study and the overarching characteristics of the category being investigated.

Common lore topics include:

- Engineering
- Geography
- History
- Cosmos / Planes
- Nature / Science
- Animals / Aliens
- Culture
- Religion

If Successful:

The GM provides the player with a helpful hint, insight or clue about the [Category].

If Failed:

The character receives false information or no information.

Listen

TIME: 1 Full-Turn Action

TEST RESULT: Unknown

REPEATABLE: Yes

“Listen” is the ability to hear distant or quiet noises. Characters may listen intently near closed doors or long hallways for approaching enemies or other hushed activities.

See page XYZ for additional rules about listening.

Characters cannot attempt to listen during a noisy event such as battle.

If Successful:

The character hears any noises within range that can be heard from their location.

If Failed:

The character hears misleading sounds or no sound at all.

Medicine

TIME: 1 Round (10 Minutes)

TEST RESULT: Known

REPEATABLE: No

“Medicine” is the practice of healing and nurturing. A character who practices medicine can remove adverse conditions or cure certain poisons.

If Successful:

The character removes 1 condition counter—or removes 1 poison counter.

If Failed:

The character is unable to help a PC or NPC. WILL SAVE: If failed, the targeted character suffers -1 .

Melee [Weapon]

“Melee” is a character’s proficiency with non-ranged weapons fighting. A specific [Weapon] type must be chosen for each +/-1 modifier. Once chosen, the modifiers cannot be changed and only apply when that weapon type is being used.

For each point placed in “Melee”, a character receives a +1 Attack when using the weapon-type chosen.

Navigate [Area]

TIME: 5 Minutes

TEST RESULT: Unknown

REPEATABLE: No

A character’s ability to navigate a certain [Area] can prove invaluable. Common area types include:

- Underground / Building
- City / Urban
- Sea / Underwater
- Overland (see page XYZ)
- Outer-Space (see page XYZ)

Character’s who fail to navigate properly can become lost. See page XYZ for additional navigation rules.

If Successful:

The character correctly navigates the given area for 8 hours.

If Failed:

The character becomes lost (see page XYZ).

Perform [Art]

TIME: See Below

TEST RESULT: Unknown

REPEATABLE: No

“Perform” is the ability to entertain guests and engage in a delightful (and often visually appealing) activity for the benefit of others.

Common performance [Art]s include:

- | | |
|----------------------|----------------|
| • Singing | • Acting |
| • Instrument Playing | • Dancing |
| • Jester / Comedy | • Magic Trick |
| • Natural Talent | • Prostitution |

Other art-related activities such as painting or sculpting should be attempted with a craft ability test. The time required to use this ability depends on which art is being performed.

If Successful:

If Failed:

Part II: Character Advancements

| | |
|---|--|
| The performing character receives +3 charisma for 1 hour. | The performing character suffers -3 charisma for 1 hour. |
|---|--|

Persuade

TIME: 5 Minutes
TEST RESULT: Unknown
REPEATABLE: No

“Persuade” is the art of convincing, encouraging or enticing an NPC to carry out your bidding. No character will engage in an activity that puts themselves or their allies in direct danger.

See page XYZ for rules on retainers, loyalty points and morale tests.

If Successful: If Failed:

| | |
|---|--|
| The NPC is convinced, and will help the persuading character. | The NPC is not convinced. Suffer -1 negative loyalty point. WILL SAVE: if failed, the NPC makes a reaction roll. |
|---|--|

Pilot [Transport]

TIME: 1 Full-Turn Action
TEST RESULT: Known
REPEATABLE: Yes

“Pilot” is the skill-set of operating a [Transport] such as a wagon, hover car or starship bridge or cockpit.

See page XYZ for details about transports.

If Successful: If Failed:

| | |
|---|---|
| The piloting character is able to operate the transport normally. | The piloting character is unable to accelerate, slow down or steer the transport this turn. |
|---|---|

Ranged [Weapon]

“Range” is a character’s proficiency with ranged weapons fighting. A specific [Weapon] type must be chosen for each +/-1 modifier. Once chosen, the modifiers cannot be changed and only apply when that weapon type is being used.

For each point placed in “Range”, a character receives a +1 Attack when using the weapon-type chosen.

Repair [Device]

TIME: See Below
TEST RESULT: Unknown
REPEATABLE: No

“Repair” is the mechanical prowess to repair or improve upon a broken or worn-out [Device] or machine such as a laser pistol, plate armor or spaceship.

See page XYZ for details concerning the optional rules about equipment damage and damage counters.

If Successful: If Failed:

| | |
|--|---|
| The device is repaired. Remove 1 damage counter. | The device is not repaired. The equipment suffers 1 damage counter. |
|--|---|

Search

TIME: 1 Minute Per Space
TEST RESULT: Unknown
REPEATABLE: Yes

“Search” is the ability to visually notice things of interest or importance. It is used to search for hidden doors, hiding characters (see “hide” on page XYZ), traps or search an area for concealed treasure.

See page XYZ for details about searching.

If Successful: If Failed:

| | |
|--|--|
| The searching character finds any secret doors, hidden characters, traps or concealed treasure that is within range. | The character does not spot anything hidden. REFLEX SAVE: If failed, any traps within range are triggered. |
|--|--|

Sense Danger

“Sense Danger” is a character’s sub-conscious knowing when something bad is about to or could happen. For each point placed in “Sense Danger”, a character receives a +1 Reflex Save.

Sense Deception

TIME: 1 Minute
TEST RESULT: Unknown
REPEATABLE: No

“Sense Deception” pertains to a character seeing through lies or forgery.

Characters can use this ability to counter an NPC’s

“deception” or “forgery” abilities or to determine if an NPC is withholding important information at the player’s expense. Player character’s cannot use this ability on other PCs.

| If Successful: | If Failed: |
|--|---|
| The GM provides the player with helpful insight or clues about the motives of the NPC. | The character receives false information or no information. |

Seduction

TIME: Instant (Free Action)

TEST RESULT: Unknown

REPEATABLE: No

“Sex Appeal” is the ability to garner respect, attraction and admiration from any NPC that would normally be attracted towards the performing adventurer.

| If Successful: | If Failed: |
|---|---|
| The PC gains a +3 charisma towards any attracted NPC within line of sight for 1 hour. | The PC suffers -3 charisma towards any attracted NPC within line of sight for 1 hour. |

Sleight of Hand

TIME: 1 Full-Turn Action

TEST RESULT: Unknown

REPEATABLE: Yes

“Sleight of Hand” is the subtle art of fine manipulation using one’s hand such as reaching into an unsuspecting victim’s pocket and stealing something from them without their knowledge.

For rules purposes, a character is considered able to secretly steal an item up to a maximum weight equal to $\frac{1}{2}$ their sleight of hand number (minimum $\frac{1}{2}$ weight). FOR EXAMPLE, a character with a sleight of hand 4 can steal an item of weight 2 or less.

The target number for this ability is vs the character’s perception number.

| If Successful: | If Failed: |
|--|--|
| The character successfully uses their sleight of hand unnoticed. | The character is unable to steal an item. REFLEX SAVE: If failed, the character is noticed using their sleight of hand. The noticing PC or NPC may make a surprise attack. |

Sneak

TIME: 2x Movement Point Cost

TEST RESULT: Unknown

REPEATABLE: Yes

“Sneak” is the skill of remaining unseen and unheard by enemies while moving stealthily. Sneaking follows all the normal rules about movement (see page XYZ) except the movement point costs are double their normal rate.

A character who begins sneaking while within line of sight of another character will immediately be noticed by the PC or NPC that is within LOS.

Once a sneaking character enters a space within line of sight of a character, they must make a sneak ability test vs that character’s perception. This may mean a sneaking character is noticed by some characters but not others. Every turn a character is sneaking and within line of sight of a character, they must make a new sneak test at the start of their turn.

If a character attacks while sneaking, they will immediately stop sneaking and becomes noticed by any characters within line of sight. See page XYZ for details on sneak attacks.

| If Successful: | If Failed: |
|---|---|
| The character sneaks well enough to be unnoticed by any NPC with a perception equal to or less than the sneak number rolled by the character. | The character is noticed by the perceptive character. |

Steadfast

“Steadfast” is a character’s natural “toughness” and resiliency from ill effects and ailments.

For each point placed in “Steadfast”, a character receives +1 Fortitude Save.

Survival [Area]

TIME: 4 Hours

TEST RESULT: Known

REPEATABLE: Yes

“Survival” is the ability to procure shelter, fire, food and drink in an otherwise inhospitable or untamed location. Survival differs greatly depending on the [Area] a character attempts to stay alive in.

See page XYZ for details on finding wild foods. Common areas include:

Part II: Character Advancements

- Ocean / Sea
- River / Lake
- Swamp / Marsh
- Jungle / Rain forest
- Forest
- Plains / Grassland
- Desert / Wasteland
- Canyon / Cliffs
- Hill
- Mountain
- Snow
- Glacier / Ice

At the GM's discretion, the optional weather rules on page XYZ can affect the chances of surviving.

If Successful: If Failed:

The character built a shelter, fire or found a number of morsels (see page XYZ) equal to the number of points over the target number needed to succeed.

The character did not build a shelter, fire or find anything of importance.

or less.

If Successful: If Failed:

Any attacking enemies within LOS and range of the taunting character must make a WILL SAVE: If failed, they attack the character for 1 minute.

The character does not successfully taunt any NPC.

Swim

TIME: Instant (Free Action)

TEST RESULT:  Known

REPEATABLE:  No

"Swim" is the ability to stay afloat or move through water or similar liquids.

See **PART 5: THE ADVENTURE** (on page XYZ) for details on swimming. This ability test should be repeated at the beginning of every turn a character is in water of a depth equal to or greater than their own height.

If Successful: If Failed:

The character is able to move through the water terrain until end of turn.

The character's head slips under the water. See page XYZ for details about holding breath and swimming.

Taunt

TIME: 1 Full-Turn Action

TEST RESULT:  Unknown

REPEATABLE:  No

"Taunt" is act in trying to aggravate an enemy into attacking you. Characters may perform this ability in hopes of drawing unwanted attention away from their allies.

For rules purposes, a character can taunt an NPC that is within line of sight (see page XYZ) and a distance (in spaces) equal to the taunting player's taunt number

Teach

TIME: See Below

TEST RESULT:  Known

REPEATABLE:  Yes

"Teach" is a character's ability to pass along knowledge to fellow PC's or NPCs. See page XYZ for additional information about teaching.

If Successful: If Failed:

The character successfully teaches his student (roll to see if the student understood the lesson).

The teacher fails to pass on his or her lesson to the student character.

Throwing [Item]

TIME: Instant (Free Action)

TEST RESULT:  Known

REPEATABLE:  No

"Throwing" is the act of tossing an [Item], object or weapon.

See page XYZ for details about throwing. **PART 6: COMBAT & ENCOUNTERS** discusses combat with ranged weapons.

If Successful: If Failed:

The character hits their target space with the thrown [item].

The [item] misses its target.

Part III: Equipment & Services

Animals & Companions

The animals & companions table below shows a basic list of companion and farm animals commonly found for purchase or trade at most cities and towns. Animal information in the table is as follows:

ANIMAL – Describes the type of animal it is considered to be. Some animals should only be used in fantasy or science-fiction campaigns, unless the game master allows for use of the animal in different genres.

COST – Cost is the amount of coins or credits that must be spent to purchase the animal.

WEIGHT – The measure of how heavy the animal is, in weight points. See page XYZ for details on weight. This is an optional trait that can be used according to the rules found on page XYZ.

Vehicles

Whether to cross a desert, ocean or sea of stars, eventually adventurers will want to travel by means other than their feet. In a fantasy campaign, nearly all transportation is animal, water or wind based. In a science-fiction adventure, these types of vehicles exist; but the primary method of traveling is with a starship.

A list of common vehicle types, with prices and other details, starts on page XYZ. This should not be considered a complete list of vehicles, but rather an example of the type of transportation a game master can create for his or her own campaign. Vehicle information in the vehicle tables is as follows:

VEHICLE TYPE – Describes the basic type of vehicle or transport it is considered to be.

SPEED – The number of spaces a vehicle can travel on either an overland or stellar map in an eight-hour interval (depending on the type of vehicle, refer to the **BASIC RULEBOOK** for more on movement).

CARRYING CAPACITY – The amount of weight the vehicle can carry before it moves at half its normal movement speed. Vehicles can carry up to a maximum of twice their listed carrying capacity. For vehicles that require a crew of characters to operate, do not count the crew weight when calculating weight carrying capacity.

Vehicles pulling drawn transports (such as a wagon or trailer) use the carrying capacity of the drawn transport instead of their own carrying capacity. When pulling a drawn transport, a vehicle moves its normal speed if the drawn transport is carrying its carry capacity or less in weight; or half its normal speed if the transport is carrying over its listed carry capacity.

Some vehicles (such as a train) have a special ability to pull more than one drawn transport.

Animals & Companions

| Animal | Cost | Weight |
|--------------------------|-------|----------|
| COMPANION ANIMALS | | |
| Bird, Bird of Prey | 5 sc | 4 wt |
| Bird, Parrot | 2 sc | 1 wt |
| Bird, Raven | 1 sc | 1 wt |
| Bird, Sparrow | 2 cc | ½ wt |
| Cat, Domestic | 1 cc | 5 wt |
| Cat, Large | 4 sc | 50 wt |
| Dog, Domestic | 2 sc | 22 wt |
| Dog, Guard | 6 sc | 30 wt |
| Ferret | 2 cc | 1 wt |
| Fox | 1 sc | 6 wt |
| Monkey | 1 sc | 6 wt |
| Rat | 1 cc | ½ wt |
| Reptile, Lizard | 5 sc | 1 wt |
| Reptile, Drake* | 10 sc | 160 wt |
| Serpent, Medium | 30 cc | ½ wt |
| Serpent, Constrictor | 50 cc | 250 wt |
| Trivva** | 1 cc | ½ wt |
| FARM ANIMALS | | |
| Alpaca | 50 cc | 70 wt |
| Bird, Chicken / Duck | 1 cc | 2 wt |
| Bird, Goose / Turkey | 2 cc | 9 wt |
| Bull | 2 sc | 1,255 wt |
| Cow | 50 cc | 635 wt |
| Goat | 10 cc | 30 wt |
| Hare | 1 cc | 1 wt |
| Pig (Hog) | 30 cc | 115 wt |
| Sheep | 20 cc | 75 wt |

* = Fantasy only, ** = Science-fiction only

When using this ability, if one or more of the drawn transports has more than its carry capacity in weight, the vehicle moves at half its normal speed. A drawn transport cannot carry more than twice its listed carry capacity.

DEFENSE – The amount a vehicle deflects or resists damage (such as from incoming attacks). Refer to the **BASIC RULEBOOK** for details on defense.

HEALTH POINTS – The measure of how much damage the vehicle or transport can take before being dis-

Part III: Equipment & Services

abled or destroyed. When a non-living vehicle (such as a sandrail) has less than half of its maximum HP, it suffers the disabled condition (see page XYZ for more on conditions).

A disabled vehicle must be repaired to half or more of its maximum health points in order for it to lose the disabled condition and function normally. If a vehicle has 0 or less health points, it is considered dead or destroyed. A destroyed vehicle cannot be repaired.

COST – The amount in coins or credits to purchase the vehicle. Some vehicles can only be rented, in which case this status will noted in the vehicle tables.

Using Vehicles

Before using a vehicle, an adventurer must first be adjacent to the vehicle, then spend a standard action mounting or entering it. Next, the character must succeed at an animal ride skill test (if the vehicle is an animal) or pilot skill test (if the vehicle is inanimate) for the vehicle to operate properly that turn.

Characters may spend actions operating vehicles (such as steering, slowing down or speeding up). After a character has successfully performed an action operating a vehicle, the action takes effect on the transport immediately. FOR EXAMPLE, a character spends a standard action accelerating a motorbike. Immediately after the character performs this action, the vehicle accelerates forward.

A vehicle in motion will automatically move, twice per turn, a number of spaces equal to its current speed (once after each of the controlling player's standard actions, or once in the middle and once at the end of the turn, otherwise) as free actions. FOR EXAMPLE, a character riding a pony makes a ranged attack targeting a nearby enemy. After the character's attack, the vehicle would continue to move its current speed of 6 spaces per action. The PC then steers the vehicle in a new direction. After the character finishes the steering action the vehicle would move another 6 spaces.

Actions from vehicles with no players controlling it will take effect after all other characters (including NPCs) have completed their turn; in order of the game master's choosing.

Uncontrolled Vehicles

If while riding or piloting a vehicle requires great skill from the controlling character (such as steering a vehicle while in combat or piloting during bad weather), the GM may require the character operating the vehicle to make a handle animal or pilot skill test. Failing the test means the vehicle suffers the uncontrolled condition (see page XYZ for details).

If a character is killed or stops controlling the vehicle

(such as from jumping out of or away from the transport), the transport is also considered uncontrolled.

Common Transport Actions

| Action | Action Type |
|--------------------------------|------------------|
| Accelerate | Standard Action |
| Decelerate | Standard Action |
| Steer (yaw, pitch and/or roll) | Standard Action |
| Move (Transports Only) | Standard Action |
| Operate a System* | Full-Turn Action |

* Starships Only

An uncontrolled transport will naturally slow down, moving half the speed of it's previous movement.

For each additional turn the transport is uncontrolled, the animal or vehicle will continue to slow, moving at half the speed (rounded down) of it's previous movement until it comes to a complete stop. FOR EXAMPLE, an adventurer is driving a hovercraft when he is shot and killed by a distant sniper. The hovercraft was traveling 10 spaces per move action during it's last movement, before the character was killed. At it's next movement, the transport slows to 5 spaces ($10 / 2 = 5$) per move action. Since transports move twice each turn, the vehicle moves again but only 2 spaces ($5 / 2 = 2$, rounded down). On the third turn the vehicle coasts 1 more space; finally coming to a full stop as it's second movement for that turn.

Note that vehicles moving in outer-space do not decelerate naturally unless a character slows the vehicle down. That is to say, a moving space vehicle will not stop on it's own!

Uncontrolled air-based transports will naturally drop 1 vertical space every turn it is uncontrolled until it eventually lands or crashes.

A transport that crashes, capsizes or rolls-over (see page XYZ) will stop immediately. A vehicle that becomes disabled will also immediately become uncontrolled until it is repaired, regardless of whether a character was operating it prior to it's disablement.

Vehicle Movement & Speeds

All transports, except for space-based vehicles, have speeds listed as the number of movement points they can spend traveling through an overland map during an eight-hour interval (see page XYZ for details on movement and spaces). Space-based vehicles have two methods of propulsion: sublight engines (which allow a transport to move through a stellar map) and FTL drives (which allow a vehicle to move through an astronomical map).

See page XYZ for details on maps.

Fantasy Land Transportation

| Fantasy Vehicle | Cost | Speed | Carry Capacity | Defense | Health | Weight | Balance | Tech Level |
|-----------------|-------|-------|----------------|---------|----------|-----------|---------|------------|
| Camel | 10 sc | 24 MV | 150 wt | 7 | 15 HP | 150 wt | - | - |
| Dogs, Sled (8) | 24 sc | 30 MV | 5 wt ea. | 7 | 5 HP ea. | 35 wt ea. | - | - |
| Donkey / Mule | 2 sc | 16 MV | 100 wt | 5 | 7 HP | 100 wt | - | - |
| Elephant | 20 sc | 8 MV | 300 wt | 3 | 20 HP | 3,800 wt | - | - |
| Horse, Draft | 4 sc | 16 MV | 225 wt | 8 | 15 HP | 225 wt | - | - |
| Horse, Riding | 7 sc | 36 MV | 150 wt | 6 | 10 HP | 150 wt | - | - |
| Horse, War | 2 gc | 20 MV | 200 wt | 9 | 20 HP | 250 wt | - | - |
| Oxen | 60 sc | 20 MV | 225 wt | 4 | 18 HP | 860 wt | - | - |
| Pony | 3 sc | 32 MV | 100 wt | 5 | 6 HP | 100 wt | - | - |

DRAWN VEHICLES

| | | | | | | | | |
|-----------------|-------|---|----------|---|-------|--------|----|-----|
| Carriage | 15 sc | - | 650 wt | 6 | 9 HP | 325 wt | - | 2→4 |
| Cart, 1 Horse | 10 sc | - | 200 wt | 6 | 8 HP | 200 wt | +2 | 1+ |
| Cart, 2 Horses | 10 sc | - | 400 wt | 6 | 8 HP | 250 wt | -3 | 2+ |
| Chariot | 10 sc | - | 150 wt | 5 | 5 HP | 100 wt | -2 | 1→3 |
| Sled | 2 sc | - | 100 wt | 4 | 4 HP | 10 wt | +2 | 0+ |
| Sleigh | 15 sc | - | 600 wt | 7 | 9 HP | 250 wt | - | 2+ |
| Wagon, 2 Horses | 20 sc | - | 680 wt | 7 | 10 HP | 450 wt | +1 | 2→4 |
| Wagon, 4 Horses | 20 sc | - | 1,200 wt | 7 | 13 HP | 500 wt | -5 | 2→4 |
| Travois | 50 cc | - | 90 wt | 3 | 2 HP | 20 wt | +3 | 0→5 |

ACCESSORIES & ARMOR

| | | | | | | | | |
|----------------------|-------|---|-------|---|---|--------|---|-----|
| Saddle & Tack | 3 sc | - | 10 wt | - | - | 15 wt | - | 1→5 |
| Saddle Bags | 50 cc | - | 40 wt | - | - | 5 wt | - | 1+ |
| Barding, Chain Mail | 30 sc | - | - | 4 | - | 20 wt | - | 2→4 |
| Barding, Iron Scale | 1 gc | - | - | 5 | - | 30 wt | - | 2→4 |
| Barding, Leather | 10 sc | - | - | 3 | - | 10 wt | - | 1→4 |
| Barding, Steel Plate | 3 gc | - | - | 7 | - | 150 wt | - | 3→4 |

EXPLORATION MOVEMENT: To determine the number of movement points a transport has to spend during a one hour interval, divide the transport's speed by 8. FOR EXAMPLE, a donkey would have 2 MV for every hour of travel.

COMBAT MOVEMENT: Often, transports are used during combat.

ACCELERATION & DECELERATION: Characters may choose to slow down or accelerate a transport by 1 space for each of the transport's move actions. Characters may choose to do this as a standard action. However, a transport may not travel faster than

it's maximum speed per move action.

FOR EXAMPLE, a speeder cycle traveling at 11 spaces per move action could be accelerated to 12 spaces per move action if a character spent one of their standard actions increasing the speed of the vehicle. The character may perform this action once more on her turn, increasing the speed of the vehicle to it's maximum speed of 13 spaces per move action.

Note that spacecraft have sublight engines which follow alternative acceleration and deceleration rules (see page XYZ for more on sublight engines); therefore spacecraft are an exception to the rule above.

Part III: Equipment & Services

Science-fiction Land Vehicles

| Sci-fi Vehicle | Cost | Speed* | Carry Capacity | Defense | Health | Weight | Balance | Tech Level |
|------------------------|-------|--------|------------------------|---------|--------|------------|---------|------------|
| Automobile, Bus | 80 sc | 24 MV | 800 wt | 5 | 20 HP | 6,500 wt | -5 | 5→11 |
| Automobile, Urban | 15 sc | 40 MV | 200 wt | 8 | 10 HP | 1,600 wt | - | 5→12 |
| Automobile, Luxury | 2 gc | 34 MV | 200 wt | 8 | 11 HP | 1,600 wt | -1 | 3→11 |
| Automobile, Racing** | 50 sc | 64 MV | 100 wt | 9 | 10 HP | 700 wt | - | 5→10 |
| Truck, All-Terrain | 20 sc | 32 MV | 400 wt | 10 | 18 HP | 2,000 wt | +5 | 6→12 |
| Truck, Transport | 8 sc | 28 MV | 500 wt | 7 | 7 HP | 2,500 wt | -2 | 6+ |
| Truck, Heavy Utility** | 2 gc | 16 MV | 5,000 wt | 12 | 36 HP | 10,000 wt | - | 6+ |
| Bicycle | 6 sc | 24 MV | 80 wt | 4 | 3 HP | 10 wt | +3 | 4+ |
| Motorbike | 70 sc | 24 MV | 100 wt | 6 | 7 HP | 200 wt | +3 | 5+ |
| Sandrail | 20 sc | 24 MV | 100 wt | 9 | 7 HP | 500 wt | +4 | 6→11 |
| Speeder Cycle | 1 gc | 52 MV | 150 wt | 7 | 8 HP | 200 wt | +2 | 10+ |
| Hovercraft | 30 sc | 24 MV | 300 wt | 9 | 12 HP | 600 wt | +1 | 10+ |
| Train, Transport** | 4 gc | 12 MV | 27,000 wt ¹ | 12 | 40 HP | 200,000 wt | - | 4→9 |
| Train, Maglev** | 8 gc | 200 MV | 25,000 wt ¹ | 12 | 30 HP | 180,000 wt | - | 7+ |

DRAWN VEHICLES

| | | | | | | | | |
|----------------------|-------|---|----------|---|------|-----------|----|-----|
| Trailer, Long Bed | 1 gc | - | 3,000 wt | 9 | 7 HP | 4,500 wt | - | 6+ |
| Trailer, Short Bed | 10 sc | - | 500 wt | 7 | 3 HP | 2,000 wt | -2 | 5+ |
| Plasticoid Cargo Pod | 2 sc | - | 200 wt | 8 | 5 HP | 1,500 wt | +1 | 10+ |
| Train Car, Box | 50 sc | - | 4,000 wt | 9 | 7 HP | 12,000 wt | - | 4+ |
| Train Car, Passenger | 1 gc | - | 3,500 wt | 8 | 8 HP | 10,000 wt | - | 4+ |

ACCESSORIES & ARMOR

| | | | | | | | | |
|----------------------|-------|---|-------|---|---|----------|---|------|
| Armor, Ceramic Tile | 3 gc | - | - | 9 | - | 200 wt | - | 8→11 |
| Armor, Grafted Steel | 30 sc | - | - | 6 | - | 1,500 wt | - | 4+ |
| Armor, Molded Alloy | 1 gc | - | - | 7 | - | 100 wt | - | 8+ |
| Armor, Soft Shell | 10 sc | - | - | 5 | - | 50 wt | - | 5→9 |
| Cargo Bags, Cycle | 50 cc | - | 10 wt | - | - | 10 wt | - | 4+ |
| Cargo Bags, Buggy | 3 sc | - | 40 wt | - | - | 40 wt | - | 5+ |

* = Speeds listed are for overland travel (if traveling on a road, multiply the speed by 20), ** = Cannot travel overland (use unmodified speeds only), ¹ = May pull up to a number of train cars equal to 1/100 of its listed carry capacity

During tactical time, a character may spend their actions operating a transport (such as to slow down, accelerate or steer the vehicle or animal).

MOVEMENT ACTIONS: When in motion, transports automatically move twice per turn in two separate movement actions. Transports will start at rest (not moving at all) but may be accelerated to increase speed by moving a number of spaces per movement

action up to it's maximum speed (of MV per action).

To determine the maximum number of spaces a transport may move during a move action, divide the transport's overland speed by 4. FOR EXAMPLE, a bicycle can move up to 6 spaces for each of it's move actions ($24 \text{ MV} / 4 = 6 \text{ MV}$).

Transports can move backwards up to $\frac{1}{2}$ their maximum forward speed (rounded down).

Fantasy Water Vehicles

| Fantasy Vehicle | Cost | Speed | Carry Capacity | Defense | Health | Weight | Balance | Tech Level |
|------------------|------|-------|----------------|---------|--------|--------|---------|------------|
| Barque | | | | | | | | |
| Canoe, River | | | | | | | | |
| Canoe, Sea | | | | | | | | |
| Galley | | | | | | | | |
| Longship | | | | | | | | |
| Passage | | | | | | | | |
| Passage, Airship | | | | | | | | |
| Raft | | | | | | | | |
| River Barge | | | | | | | | |
| Row Boat | | | | | | | | |
| Skiff | | | | | | | | |
| Sloop | | | | | | | | |
| Trireme | | | | | | | | |
| Troopship | | | | | | | | |

Science-fiction Water Vehicles

| Sci-fi Vehicle | Cost | Speed | Carry Capacity | Defense | Health | Weight | Balance | Tech Level |
|----------------|------|-------|----------------|---------|--------|--------|---------|------------|
| | | | | | | | | |
| | | | | | | | | |
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Science-fiction Air Vehicles

If the players and game master are using square grids for their play mat, the turning radius of every transport is considered to be 45° from the current direction of travel. If the players and GM are using a hexagonal grid for their play area, transports are considered to be able to steer 60°. See page XYZ for details on square and hexagon grids.

FOR EXAMPLE, a longship piloted by a character is moving 30 spaces per turn. On the character's turn, they choose to steer the ship to their right. The ship turns 45° to the right (the longship is now facing diagonally from its previous direction of travel). Next, the ship moves another 30 spaces in its new direction. The character continues to steer the ship to the right another 45° as their second standard action (the vessel is now facing perpendicular to the longship's original direction). The ship moves another 30 spaces.

The turning radius of steering functions the same way when navigating a transport vertically, as in the case of air-based transports. A character may steer vertically and horizontally together as one standard action.

Collisions

If a transport collides with an object such as an adventurer or other vehicle, it deals damage equal to 1% of its weight (rounded down) for every 3 spaces per turn it is traveling. The transport itself suffers half the damage it inflicted. Characters can make a reflex save,

with a success reducing the damage suffered by half.
FOR EXAMPLE, a runaway two-horse wagon collides with an adventurer. The wagon was traveling at 10 spaces per turn and has a weight of 450. 1% of the wagon's weight (rounded down) is 4. Since the wagon's speed is 5 per move action (or 10 per turn), the weight of 4 is multiplied by 3 for a total of 12 damage. The character makes a reflex save and succeeds, reducing the damage the character suffers to 6. The wagon takes 3 damage.

If a transport collides with a small object that is able to be moved out of the way (rather than absorb all the energy from the collision), the GM may decide to reduce the number of damage inflicted by of the original damage instead and suffer no damage to the colliding transport.

Spacecraft

Spacecraft are complex machines, buildings, transports or siege weapons that operate predominately in outer-space. Spacecraft come in many different sizes and serve many different functions. Spacrcraft are divided into three general classes, based off their primary purpose:

- Starbases
 - Starships
 - Starcraft

Part III: Equipment & Services

Starbases

Starships

Starships have eight primary systems that make up the build of the craft. Some starships have Installation Slots which are areas on the ship that allow for additional systems to be installed.

The eight primary systems are:

1. Bridge / Cockpit
2. Life Support System
3. Shield Generator
4. FTL Drive
5. Sublight Engine
6. Weapons Control
7. Power Generator
8. Hull

Starship Systems

Each starship system is installed in an installation slot within a starship. An installation slot is Volume 2x4x2 in size and can house the entire system. Typically an installation slot is fit into an Area 4 room, though larger rooms are possible.

A character must spend a full-turn action and successfully complete an appropriate ability test to operate a system on a starship. For rules purposes, each system is assumed to be 2,000 in weight.

BRIDGE / COCKPIT: A Bridge is where a character can steer the starship. In order for a spaceship to turn left, right, up or down, a character must be adjacent to the bridge and spend a full-turn action to perform a pilot ability test: If successful, the PC turns the craft for that turn. See page XYZ for details on transport maneuvering.

LIFE SUPPORT SYSTEM: A Life Support System (LSS) maintains an artificial gravity environment and oxygen flowing throughout the spacecraft.

A life support system runs automatically and does not require a character to operate it. However, an adjacent character may spend a full-turn action to perform a medicine ability test: if successful the PC may disable or enable an LSS.

A broken or disabled life support system results in the loss of both Gravity (see page XYZ for gravity rules) and Oxygen Points (OP) at a rate of 1 point per turn throughout the entire ship. If the LSS is activated, it will increase the ship's oxygen points by 1 point per turn and restore gravity instantly.

A Breach (see page XYZ) in the hull will result in the affected room to immediately drop to 0 OP and lose

all gravity. Any adjacent rooms with connecting open airlocks or doorways will suffer the same effects.

A ship or room with 5 or less oxygen points will result in all occupying characters to suffocate (see page XYZ for details on suffocation).

SHIELD GENERATOR: Shield generators produce Shield Points that surround and protect a space vessel. For each shield point a starship has, it will deflect 1 attack (regardless of the number of damage that attack may inflict).

A character adjacent to a Shield Generator (SG) system may spend a full-turn action to perform an engineer ability test: if successful, the ship's shield points are replenished by 1 point. FOR EXAMPLE, a shielding system that is missing 2 points would recover 1 shield point after a character successfully operates the system.

A shield generator that has 0 or less points will not deflect attacks.

FTL DRIVE: "Faster-than-light Drives" are special reactor warp engines that propel a starship to incredible speeds exceeding the speed of light, allowing adventurers to travel the galaxy. An FTL Drive's (FTL) trait is speed.

The speed of an FTL drive represents the number of spaces it can travel on an astronomical map (see page XYZ for details on maps and spaces) over an eight-hour interval.

All FTL drives have a Spool Number. Immediately after an FTL Drive has stopped, its spool number is 0. A PC adjacent to an FTL drive system may spend a full-turn action to perform an engineer ability test: if successful, the character increases the drive's spool number by 1 point. When an FTL drive's spool number reaches its maximum, the drive can begin traveling across the astronomical map again.

SUBLIGHT ENGINE: The sublight engine of a starship is the propulsion used to move the vessel when not in faster-than-light travel. Sublight Engines (SE) have three traits: Maneuverability, Speed and Carrying Capacity. Maneuverability is the number that determines how fast a starship can speed up or slow down, in spaces, per turn on a stellar map. FOR EXAMPLE, a motionless starship with an engine of maneuverability 3 could begin moving across the map at 3 spaces per turn at the start of its next turn. The following turn it could travel 6 spaces per turn ($3 + 3 = 6$) if it continued to speed up. Likewise, the ship could slow down 3 spaces per turn. Starships in space don't slow down naturally; a character adjacent to a bridge/cockpit must spend a full-turn action to perform a pilot ability test: if successful, the pilot may accelerate or slow down the ship.

Speed of a sublight engine is the maximum speed it can travel, in spaces, per turn on a stellar map.

Carrying capacity of a sublight engine is treated the same way as carrying capacity of any other transport (see page XYZ for more on carrying capacity).

WEAPONS CONTROL: “Weapons control” is a system that allows a character to fire weapons of differing types. Each ship has only one weapons control system, but each weapons control can have one or more Weapons Bay (WB). For each weapons bay a ship has, one weapon can be equipped to the starship for attack capabilities on the port, starboard, aft or bow of the spacecraft. For a weapon to fire, a character adjacent to the weapon’s control system must spend a full-turn action to perform a ranged weapon ability test: if successful, the PC may use any readied weapons bay that turn.

POWER GENERATOR: Without a Power Generator (PG) no other system on a starship would work. Power generators provide energy to power each of the seven other primary systems, as well as any additional systems installed in installment slots. For each Energy Point (EP) a power generator has that number of EP can be used to power systems on a starship. Systems require as much energy points as their class number. FOR EXAMPLE, a class 3 system would require 3 energy points to function.

Power generators work automatically and do not need any character to operate the system. However, if a character wants to re-route power from one system to another they must stand adjacent to the system and spend a full-turn action performing an engineer ability test: if successful, the adventurer may re-route power until end of turn.

HULL: The Hull represents a starship’s overall toughness and ability to take damage. A hull has two values: Armor, which represents the amount of damage which is deflected when attacked, and Integrity Points (IP) which act as a starship’s equivalent to a character’s health points (see page XYZ about health points).

A hull’s armor functions the same as a character’s armor during combat (see page XYZ for details about armor during combat). When a hull has 0 or less integrity points, the ship is destroyed and any characters on board are killed immediately.

A Breach can occur when a weapon with a breach ability causes the hull of a starship to breach. If a breach occurs, it effects the room that the breach occurred in. The damaged room immediately loses all oxygen as well as any adjacent rooms with connecting open airlocks or doorways. A breach can be repaired after a character of the same room has successfully passed a repair ability test.

Any characters inside a room when a breach occurs must make a reflex save. A failure means they are sucked into outer-space. Characters exposed to outer-space or depressurization receive a dying condition (see page XYZ) but may still move and perform ac-

tions. See page XYZ for details on outer-space.

Upgrades & Construction

The cost to upgrade a starship’s system is effected by the physical location in which the upgrade is performed. The size of a population on a planet or starbase where the upgrades are made will determine if the upgrade is expensive, cheap or even possible. Populations are divided into five general sizes: outpost, colony, spaceport, metropolis and city planet. Outposts, being the smallest, usually lack the equipment to upgrade starships. The few systems they can upgrade come at a steep price.

City planets, on the other hand, are technologically advanced space-faring societies that can offer the upgrades at a low price.

The game master should consult the table on page XYZ to determine the price for a starship upgrade. The listed price must be paid for each system upgrade.

The benefit to upgrading a starship system depends on which system is being upgraded. FOR EXAMPLE, upgrading a bridge would increase the ship’s ability to yaw, pitch and roll increasing its defense by making it harder to hit. Upgrading the shield generator, on the other hand, would increase the number of shields the ship controls.

Characters may choose to expand their ship by adding more floor space. Floor space may be purchased and installed for 5 sc for each Area 2 of floor space. Installment slots cost 50 sc for each slot.

Starcraft

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Party Navigation

Lost Party Travel Direction

| Roll | Direction Change |
|------|------------------|
| 1d6 | |

| | |
|---|-------------------|
| 1 | 135° Back-Left |
| 2 | 135° Back-Right |
| 3 | 90° Left |
| 4 | 90° Right |
| 5 | 45° Forward-Left |
| 6 | 45° Forward-Right |

Unless the party is following a known path or noticeable landmark such as a river or coastline, the adventuring party runs the risk of becoming lost when traveling through an overland or outer-space map.

At the beginning of each day one character should be elected as a navigator for the entire party.

Terrain Navigation Modifiers

| Terrain | Navigation Modifier |
|----------------------|---------------------|
| OVERLAND | |
| Ocean / Sea | -4 |
| River / Lake | +1 |
| Swamp / Marsh | -5 |
| Jungle / Rain Forest | -3 |
| Forest | - |
| Plains / Grassland | +1 |
| Desert / Wasteland | -1 |
| Canyon / Cliffs | -2 |
| Hill | - |
| Mountain | +3 |
| Snow | -1 |
| Glacier / Ice | - |
| ASTRONOMICAL | |
| Air | +5 |
| Outer-Space | - |
| Asteroid Field | -3 |
| Nebula / Supernova | -5 |

The navigator must succeed at a navigate ability test to prevent the entire party becoming lost. Additional characters can help assist in this ability test as outlined

on page XYZ. The game master should make this roll on behalf of the navigator, as to keep the true results secret.

Different terrain types have higher or lower chances of causing characters to become lost (see the table below).

When making a navigation test, appropriate modifiers should be applied before the roll. If a navigator fails their navigate test, the party has become lost.

The players should not be informed of this fact. Instead, the game master should roll 1d6 to determine the direction the party mistakingly traveled.

The GM always make this roll even if it's unnecessary—that way the players never know whether or not their characters are lost. The game master should secretly note both the player's perceived location of the party as well as the true location that the lost party has wandered too.

Once lost, if the navigator continues to fail at navigate ability tests, the party will continue to travel in error from the previous day's true location.

If a navigator succeeds at a navigation test, they will discover their mistake and figure out where they're presently located. Note the optional weather rules on page XYZ can affect the chances of getting lost.

A character has a certain number of MV afforded to them, depending on the time interval used:

- During TACTICAL TIME a character has 6 movement points each turn to spend as a standard action moving on a local map.
- During CAUTIOUS TIME a character has 12 movement points each minute to spend moving on a local map.
- During EXPLORATION TIME a character has a $\frac{1}{2}$ movement point every round that they can spend moving on an overland map.
- During EXTENDED TIME a character has 3 MV every hour for moving on an overland map.
- During MORNING, NOON and NIGHT intervals a character has 24 movement points to spend during that eight-hour period on an overland or astronomical map. The party risks exhaustion if they travel for more than eight continuous hours. See page XYZ for more information.

Typically the number of movement points listed for transports represent how far the vehicle can travel in eight hours on an overland map. Starships use stellar and astronomical maps instead of local and overland maps, respectively.

Note the optional weather rules on page XYZ and encumbrance rules on page XYZ can affect the distance

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a character can travel across an overland map.

Converting Between Time Intervals

Often times it will prove useful to convert a transports movement points for an eight-hour travel on an overland map to a per-turn movement on a local map.

To calculate the number of movement points a transport is afforded in 1 turn on a local map, divide the number of spaces it can move in an eight-hour period by 4. FOR EXAMPLE, a riding horse can move 40 spaces in eight hours. Dividing that number by 4 reveals the horse can move 10 spaces in 1 turn ($40 / 4 = 10$) on a local map. Reversely, the number of spaces a character or transport can move over eight hours (on an overland map) can be found by multiplying the number of MV during tactical time by 4.

Movement Points Conversion

| Time Interval | Calculation* |
|--------------------------|--------------|
| One-Third Day → Extended | Divide by 8 |
| Extended → Exploration | Divide by 6 |
| One-Third Day → Tactical | Divide by 4 |
| One-Third Day → Cautious | Divide by 2 |

* To calculate the number of MV in the other direction, multiply the MV number instead of dividing

If the number of movement points a transport is allowed each minute of cautious time is needed, divide the transport's MV number for eight-hour travel by 2. FOR EXAMPLE, a raft can travel 20 spaces every eight hours. By dividing this number by 2, it is revealed a raft can move 10 spaces per minute.

Dividing a transports movement points for an eight-hour interval by 8 will reveal the number of MV the transport has every hour. FOR EXAMPLE, a holo yacht has 144 MV for eight hours of travel. Dividing this number by 8 will show the holo yacht has 18 movement points per hour.

To find the number of MV a transport has every round, divide the transport's movement points for an hour's interval by 6 (round down to the nearest $\frac{1}{2}$ point, with a minimum of $\frac{1}{2}$ MV). FOR EXAMPLE, a draft horse has 2 movement points every hour of travel during extended time. Dividing this number by 6 reveals the transport has $\frac{1}{2}$ MV every round ($2 / 6 = \frac{1}{2}$, minimum $\frac{1}{2}$).

For starships, the differences between stellar and astronomical maps are so vast, the speeds are practically inconveritble. Starships use FTL drives to travel across astronomical maps and sublight engines to steer around stellar maps. For these reasons, MV is not typically converted between time intervals for stellar maps and intervals for astronomical maps or visa versa.

Terrain Movement Point Cost

| Terrain Type | MV Cost Per Space |
|-------------------------|-------------------|
| LOCAL MAP | |
| Easy Terrain | 1 |
| Moderate Terrain | 2 |
| Vegetation / Thicket | 2 |
| Difficult Surface | 3 |
| Water, Deep | 3 |
| Cliff / Wall | 3 |
| Mud / Ice | 3 |
| Snow, Powdered | 4 |
| Quicksand | 5 |
| OVERLAND MAP | |
| Trail / Highway | 1 |
| River / Lake | 1/5* |
| Ocean / Sea | 2/6* |
| Plains / Grassland | 2 |
| Forest | 3 |
| Desert / Wasteland | 3 |
| Hill | 3 |
| Snow | 3 |
| Swamp / Marsh | 4 |
| Jungle / Rain Forest | 4 |
| Glacier / Ice | 4 |
| Mountain | 4 |
| Canyon / Cliffs | 5 |
| STELLAR MAP | |
| Outer-Space | 1 |
| Gas Cloud | 2 |
| Asteroid Field | 3 |
| ASTRONOMICAL MAP | |
| Outer-Space | 1 |
| Wormhole | 1 |
| Solar Winds | 2 |
| Nebula / Supernova | 2 |
| Asteroid Field | 3 |
| Gravity Well | 5 |

* If using a water-based transport use the left number, otherwise use the right number; when crossing, treat as moderate terrain

Terrain Modifiers for Finding Wild Game & Edibles

| Terrain Type | Hunt | Gather | Trap* | Fish* |
|----------------------|------|--------|-------|-------|
| Trail / Highway | -3 | -2 | -3 | -1 |
| Ocean / Sea | -2* | - | -1 | +8 |
| River / Lake | -3* | - | - | +2 |
| Swamp / Marsh | - | +1 | +2 | +1 |
| Jungle / Rain Forest | +3 | +5 | +2 | +1 |
| Forest | - | +3 | - | - |
| Plains / Grassland | - | -3 | +1 | -2 |
| Desert / Wasteland | -3 | -7 | -3 | -8 |
| Canyon / Cliffs | -2 | -3 | - | -5 |
| Hill | - | - | - | - |
| Mountain | +2 | +2 | +2 | - |
| Snow | - | -5 | -3 | -2 |
| Glacier / Ice | -5 | -10 | -3 | - |

* = Requires special equipment

Hunting & Gathering Wild Edibles

If an adventuring party is running low on food, or a large portion of their food has spoiled (see page XYZ), they may attempt to hunt and forage for edible game or fish, fruits, vegetables, grains or other nutritious foods. To find wild foods, a character must succeed at a survival ability test (see page XYZ for information on abilities). A player may choose for their PC to try their hand at hunting, gathering, trapping or fishing for foodstuff. Depending on the terrain and foraging method, certain positive or negative modifiers may apply to the survival ability test. See the table on page XYZ.

Characters may attempt to assist themselves or others at finding wild foods by performing an engineer [set trap] or lore [nature] or lore [animals] test if trapping, gathering or hunting/fishing, respectively. See page XYZ for details on assisting with ability tests.

A success at the survival ability test means the character found a number of morsels (see page XYZ) equal to the number of points over the TN needed to succeed. FOR EXAMPLE, a character spends 4 hours setting up traps for small game animals. A roll of +1 to a survival 6 means they found 2 morsels (Survival 6 + Roll 1 – TN 5 = 2 Morsels).

Note the optional weather rules on page XYZ can affect the chances of finding wild food.

If 1 or more morsels of food have been procured, the game master will roll 2d6 to determine the type of food discovered by the PC. Such characters may

(GM's choice) encounter animals that they can hunt for additional food. Such encounters can, if the GM wishes, be played out over a local map (see PART 6: COMBAT & ENCOUNTERS on page XYZ).

Wild Food Types

| Roll 2d6 | Hunt/Trap | Gather | Fish |
|----------|-----------|------------|-------|
| 2-3 | Meats | Grains | Meats |
| 4-5 | Meats | Vegetables | Meats |
| 6-7 | Meats | Vegetables | Meats |
| 8-9 | Meats | Fruits | Meats |
| 10-11 | Meats | Fruits | Other |
| 12 | Meats | Other | Other |

Outdoor Weather

Weather can have a good or bad effect on several aspects of a party's journey across a countryside:

- Navigating Overland
- Traveling Overland
- Finding Wild Game & Edibles

It should be noted this rule is optional depending on whether the game master wishes to implement it or not. At the beginning of each adventure the GM should choose a starting weather from the table below.

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Once every 8 hours of in-game time (morning, noon and night) the GM will roll 1d6. On a roll of 1-2, the weather changes to the weather type one position lower on the list than the current weather. On a roll of 3-4, the weather remains unchanged. On a roll of 5-6 the weather changes to the weather type one position higher on the list than the current weather.

If the weather is "Hot/Humid" or "Blizzard/Snow" (the weather types on the two ends of the list) a roll of 3-4 on a 1d6 will keep the weather the same; but any other roll result in the weather changing to adjacent weather type. FOR EXAMPLE, if the weather type was set to blizzard and the GM rolled a 5 on the 1d6, the weather would change to "Storm / Lightening"

Weather Modifiers

| Weather | Modifier | Temperature |
|--------------------------|----------|-------------|
| Hot / Humid | -4 | +3 TP |
| Sunny / Warm | +2 | +1 TP |
| Partially Sunny / Clouds | +1 | - |
| Moderate / Overcast | - | - |
| Wind | - | -1 TP |
| Rain / Hail | -2 | -1 TP |
| Storm / Lightening | -6 | -2 TP |
| Blizzard / Snow | -8 | -4 TP |

NAVIGATING OVERLAND: Before a character performs a navigation [overland] ability test for overland trekking, the current weather's modifier should be applied to the test. FOR EXAMPLE, an adventurer with a navigation [overland] of 6 would have it raised to 8 while in sunny, warm weather ($6 + 2 = 8$).

TRAVELING OVERLAND: When using weather to effect overland movement, use the modifier to add or take away the number of movement points the character or transport has for overland travel.

FINDING WILD GAME & EDIBLES: The possibility of finding and foraging food can be increased or decreased according to the weather modifiers by applying them to a survival ability test. FOR EXAMPLE, a character hunting for food would have their survival 5 lowered to -1 during a lightening storm.

Weights & Encumbrance

Having the right tool for the right task can mean the difference between life and death in a haunted catacomb or uncharted alien world.

Players may be tempted to load their characters with too much gear, burdening movement and restricting their fighting capability. Naturally, there is a limit to how much an adventurer can reasonably carry.

A character weighted down with every conceivable piece of equipment will soon find that it is best to be selective in choosing how much weight to carry. **Encumbrance** is the amount of burden a character suffers from their gear's weight and bulkiness.

All weapons, armor, items, etc. have a **Weight** number representing their difficulty to carry. For rules purposes, 1 weight equals 1 kilogram. 100 coins or credits amount to 1 weight.

In OPEN ADVENTURE characters suffer 1 encumbrance counter for every $\text{STR} \times 2$ weight they carry. FOR EXAMPLE, a character with strength of 3 would suffer 1 encumbrance counter for every 6 weight carried. For each encumbrance counter, a character loses 1 movement point (see page XYZ for movement points).

Maximum Weights Carried

Each adventurer has a maximum weight they can carry, a maximum weight they can lift and a maximum weight they can push or pull.

Burden Type Maximum Weights

Burden Type Maximum Weight

| | |
|-------------|------------------------|
| Carry | $\text{STR} \times 10$ |
| Lift | $\text{STR} \times 20$ |
| Push / Pull | $\text{STR} \times 40$ |

Adventurers can carry a maximum weight in weapons, armor, gear, etc. on their backs equal to their strength multiplied by 10. FOR EXAMPLE, a character with strength 5 could carry no more than 50 weight in equipment.

Characters can lift for a short period a maximum weight equal to their STR multiplied by 20. Characters can push or pull a heavy object or character for a short period equal to their STR multiplied by 40.

Note that gravity can effect encumbrance (see more on page XYZ).

Planetary Gravity

In science-fiction adventures, some planets or moons will have varying levels of gravity. Gravity effects encumbrance and damage suffered from falling (see page XYZ for falling rules). In total, there are seven common gravity levels.

Multiply the gravity's effect with the amount of weight a character is carrying or the number of damage sustained from falling. If the speed at which a character is falling needs to be determined, multiply the speed with the gravity's effect as well. Similarly damage suffered from a falling object hitting a character or other object should be multiplied by the gravity's effect.

Gravity Levels

| Level | Effect* |
|---------------------|---------|
| Zero / Microgravity | x0 |
| Half Gravity | x½ |
| Common Gravity | x1 |
| Tier 2 Gravity | x2 |
| Tier 3 Gravity | x3 |
| Tier 4 Gravity | x4 |
| Tier 5 Gravity | x5 |

*Multiply weight and fall damage with the gravity effect

Part V: Combat

Retreat & Evasion Time line:

1. Both parties meet one another. Go to step 2.
2. One party decides to evade. If the other party is surprised, the evasion is automatically successful (go to step 6). Otherwise, go to step 3.
3. The other party must decide on whether or not to pursue. Player characters decide for themselves, but NPCs must make a reaction test. If “aggressive” or “hostile”, they give chase (go to step 4). If any other result, the group does not pursue, go to step 6.
4. The GM rolls for an evasion test. If the evaders succeed, they successfully evade their pursuers (go to step 6). If they fail, the pursuit continues, go to step 5.
5. The pursuit continues. Each party takes their turn as per the standard rules of combat with two exceptions: first, each turn both sides make a new initiative roll. The side with the higher result goes first. Second, NPC pursuers must make a morale test every five turns. The chase continues until one of the following happens:
 - A) The pursuers give up or fail a morale test. Go to step 6.
 - B) The pursuers pin or kill the evading party members due to attacks.
 - C) The evading party escapes by making a successful evasion test. Go to step 6.
6. The evaders regain their bearings and attempt to take stock of their situation.

Retreat & Evasion

Characters who find themselves in a combat situation more deadly than they originally expected may wish to retreat and **Evade** their pursuers.

A party evading a group of PCs or NPCs will usually spot their adversary, decide to retreat, turn and run away. Before an evasion can occur, however, one or both parties involved must decide they wish to escape or retreat.

Player characters always make this decision on their own, but NPC parties must first make a morale test (see page XYZ). If an NPC party fails their morale test, they attempt to flee and evade their pursuers.

During an evasion, time is measured in turns. Most evasions are played out over a local map, but space evasions are played out on a stellar map, instead.

If the evading party attempts to run away before com-

bat and the other side is surprised, the evasion is automatically successful.

However, if a party sees an enemy group attempting

Evasion Modifiers

| Condition | Modifier |
|---|----------|
| Evading party is faster | +1 |
| Pursuing party is faster | -2 |
| Evading party is 5 or less characters | +1 |
| Evading party is 10-50 characters | -2 |
| Evading party is over 50 characters | -5 |
| Pursuing party is less than 10 characters | -1 |
| Pursuing party is 25 or more characters | +1 |
| Terrain is clear and open | -5 |
| Terrain is filled with partial cover | +1 |
| Terrain is filled with full cover | +3 |
| Pursuing party has full illumination | -3 |
| Pursuing party has partial illumination | +2 |
| Pursuing party has no illumination | +5 |

to escape, they may choose to pursue the fleeing party. Player characters may decide whether or not they wish to pursue; but an NPC party must first make a reaction test (see page XYZ). If the test result is “aggressive” or “hostile”, the NPC party pursues their prey.

Before the evading party begin their turn, the GM will make an evasion test. If successful, the evading party escapes their chasers. Each turn both parties evade or pursue one another, they suffer -1⚡ before playing their turn as a standard turn of combat.

If a character does not have any stamina points left, they can only move at $\frac{1}{2}$ their movement points.

After all parties have had their turn, each party must make a new initiative test, with the party with the highest initiative test result playing their turn first. Every five turns the pursuing party must make a new morale test. If the pursuers fail a morale test, they no longer give chase.

If the pursuing party catch their prey, the GM should declare that the evading party can no longer run (due to reasons such as being backed into a dead end, forced to the edge of a cliff, etc.) and must stand and face their enemies. The party that attempted to flee may choose to fight their pursuers or surrender to them.

Evasion Test

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To make an evasion test, the game master should roll 2d6 and consult the table on page XYZ. A result of 10-12 means the fleeing party successfully evaded capture.

Evasion Test

| Roll | Evasion Result |
|-------|---------------------|
| 2d6 | |
| 2-3 | Evasion Halted |
| 4-5 | Pursuit Continues |
| 6-7 | Pursuit Continues |
| 8-9 | Pursuit Continues |
| 10-11 | Successfully Evaded |
| 12 | Successfully Evaded |

A result of 2-3 means the evading party cannot run any farther due to an unforeseen issue (such as running to a dead end, edge of a cliff or other cause), and cannot attempt another evasion test against that enemy party for 1 day. Any other result means the pursuit continues.

Several factors can add positive or negative modifiers to an evasion test. For each condition listed on page XYZ that is true during an evasion, apply the appropriate modifier to the evasion test.

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, dwarves, changlings, minotaurs or humans (amongst many others) and travel through a fantastic world or mysterious galaxy filled with dangers and excitement. Adventurers will wander through terrifying dungeons or frightening starbases conquering enemies, solving puzzles and evading traps.

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