

Open Adventure

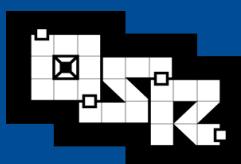
FANTASY & SCI-FI ADVENTURE GAME



BASIC RULEBOOK

READ THIS BOOK FIRST!

For any number of players ages 10 and up!



KYLE MECKLEM

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Open Adventure

FANTASY & SCI-FI ADVENTURE GAME



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Forward

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

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

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

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

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

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

Kyle Mecklem
29 October 2014

Part I: Introduction

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

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

If you wish to learn how to play OPEN ADVENTURE or similar role-playing games, begin here by reading this chapter of the booklet. You are not required to memorize all the rules of this game—that would take far too long as a beginner. Instead, try to understand the concepts portrayed with the rules and do your best to act out what you think is best or most fitting for your character.

“BIEM” Rulebook Series

This book (called the **BASIC RULEBOOK**), along with the **GAME 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 (see below). To all other players, the contents of the GMR should remain a secret, so as not to spoil the mysteries that lie within.

Three other rulebooks are available—each book providing more rules for things such as character skills & talents, traveling overland or through space, battling in starship combat, enduring the elements of the wilderness, constructing your own stronghold, ruling your own dominion and more!

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

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

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

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

OA was designed to be modular, allowing you to use all the rules from each rulebook or only part of the rules. Once familiar with the rules, you are encouraged to create your own enemies, treasures, technology and more, using the rules as a guideline.

How to Use This Book

This rulebook has been divided into six sections.

PART ONE: Introduction, explains generalized information and defines many terms used throughout the game. These and other terms are collected in the **Glossary** which can be found on page 87.

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

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

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

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

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

Though the rules may seem confusing at first, or that there are a lot of them, you will begin to understand them the more you read. The rules were designed to fit together making it important that you understand the concepts of what the rules are attempting to achieve, rather than every detail listed in this book.

Golden Rules

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

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

1. If two rules directly or indirectly conflict, the more specific rule shall take precedence over the broader or more general rule.
2. If an argument arises in which one party or player wishes to complete an action but another party or player does not believe the action is possible or in the spirit of the rules, and after much thoughtful debate, the default conclusion should be that the action cannot be completed.
3. When dealing with numeral fractions, always round down to the nearest whole number.
4. The game master 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 master.

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 87.

Game Setup

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

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

sessions are known as a **Campaign**.

It's the GM's responsibility to setup and prepare the setting and scenario for each adventure before actual game play begins. Whether the setting is one of an underground dungeon, space ship, mountain wilderness or alien planet, the area should be carefully mapped on paper (typically graph paper), a game mat, or represented by props acting as a diorama. An adventure, including the surrounding area in which the action and fun take place, may be designed by the game master or pre-created by someone else such as a friend.

The GM must spend more time creating and preparing the adventure before play than the other players. The game master must also have an intimate understanding of the rules of OA. Because of this, it is recommended the most experienced player take up the GM role which requires more forethought and work, but is an extremely rewarding experience.

Players will create player characters before actual game play begins. Following the instructions in **PART 2: PLAYER CHARACTER CREATION**, players will choose the strengths and weaknesses of their imaginary character.

Setup & Preparation

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

Typically a large table is used for the players to sit and gather around. The game master sits on one end of the table with the GMR, adventure maps and all other secrets of the adventure. The game master may wish to use a book, cardboard or other vertical partition to form a privacy screen (known as a "shield") so the players do not see or read the adventure's secrets. The players sit around the table in a position where they can easily see any map being drawn, the marching order of the figurines representing the party members (if used) and so on. To avoid confusion, the table's contents should be kept orderly and free of distracting devices and items.

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

game master's rulebook until they are worthy and capable of fulfilling the role of the GM. The excitement and mystery of monsters, aliens and magic could be spoiled if someone reads the game master's rulebook before they are ready.

Player Roles & Responsibilities

THE MAPPER – The GM describes what the characters can see, smell and hear around them. One player should draw a map according to the game master's descriptions of the surrounding area; that player is called the **Mapper**. One or more PCs should be tasked with drawing a map, though one player must make a real game map (lest the players forget the way their adventurers traveled and become hopelessly lost). The map should be kept at the center of the table so all players can clearly see its layout. Only 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 GM's and players' maps will look more or less alike.

THE CALLER – To avoid confusion and keep the party advancing in their adventure, one player should be elected to speak for the entire party. This player is referred to as the **Caller**. When unusual or certain situations occur each player may want to describe what his or her character is doing. It is the caller's responsibility to insure the player's wishes are being accurately represented and relayed to the GM. 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 master and should not judge what the players wish to do.

During combat, things may become confusing. The game master may find it more orderly to talk to each player directly instead of through the caller. Some games may go without a caller, such as when playing with a small number of players, but it is encouraged to have a caller to cultivate camaraderie amongst the party.

THE QUARTERMASTER – One player should be chosen to keep a written record of any equipment, money or treasure that is shared amongst the party. However, individual items that are used only by one character should be tallied and monitored by the player who's 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 GM has created and setup the adventure and the players have created their characters, the game is ready to begin.

Game Play

At the beginning of the game players enter into the scene. FOR EXAMPLE, a scene could begin in a dungeon on a far away moon or near a small hamlet. As the adventure unfolds; players will eventually meet non-player characters (NPCs) which they may talk to, avoid or fight. **Enemies** are any animal, person, monster or supernatural creature that is unfriendly towards the party and often wanting to fight the characters. An enemy may be anything from a ferocious dragon or alien mutant to an angry merchant. For game purposes any character that's not a player character (PC) is an NPC. Any NPC that is unfriendly or hostile towards a player character is an enemy.

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

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

A level is a general term meaning an amount of experience points attained by a PC through various adventures. **All player characters begin their first adventure at level 0.**

Enemies have levels as well. An enemy's level indicates how ferocious and difficult he or she is to battle in combat.

How To Use The Dice

When referring to dice, an abbreviation is often used. The first number in the abbreviation is the number of dice being rolled followed by the letter "d" (shorthand for "die" or "dice"), and then the number of sides the dice have. FOR EXAMPLE, "5d6" would mean to roll five six-sided dice and add the total of all the dice rolls together. If a plus ("+") or minus ("-") symbol, followed by a number, are present; this means to add or subtract the number from the overall total. FOR EXAMPLE, "1d6+3" would mean roll a six-sided die and add three to the result.

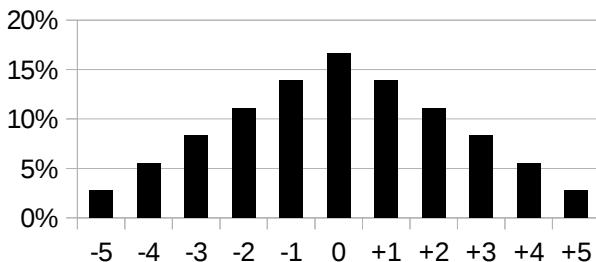
Part I: Introduction

In OPEN ADVENTURE any action that has a possibility of failure that would carry with it significant consequence, such as a PC attempting a daring jump across a wide crevasse, can be resolved by rolling two six-sided dice of different colors (preferably one die being white and the other black). The white or lighter colored die represents positive numbers. The black or darker die represents negative numbers.

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

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

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



Possible outcomes range from -5 to +5, with a statistical bias towards a roll of 0. This form of dice rolling is known as a **Standard Roll** throughout OPEN ADVENTURE. For an example of how dice rolls are used during game combat, see page 81.

Dice Alternatives

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

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

If no materials are available, when a die roll is needed

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

two players will count to three and—in rock-paper-scissors fashion—simultaneously reveal zero, one, two, three, four or five fingers each. Subtract the highest number of fingers revealed from the lowest 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 master do not play against each other, even though the GM does play the roles of the enemies that threaten the players. The job of the game master is to remain fair, neutral and not take sides. He or she acts as a guide or referee, the person who offers challenges for the players to overcome, keeps the action flowing and provides an exciting and daring adventure for the players.

Players have fun by overcoming daring obstacles, finding valuable treasures and solving complex puzzles as a team. But doing so does not mean the game has been “won”. Likewise the game is not “lost” if a player’s character perishes on some far off frontier. When a player character dies the controlling player can simply create a new character to later join the adventuring party and continue playing. A good OPEN ADVENTURE campaign is like a collaborative fantasy or science-fiction novel, written by the players and GM alike.

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

Part II: Player Character Creation

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

How To Create a Player Character

1. On a blank sheet of paper write down the names of the player character's primary traits: Strength, Intelligence, Perception, Dexterity, Vitality, Charisma and Magic. If an OA **Character Record Sheet** is being used, the seven names will already be printed on the record sheet. It may prove useful to look at the character record sheet (page 91) to better understand the form it takes.
2. Read the section on character **Primary Traits** (page 6), **Secondary Traits** (page 7) and **Archetypes** (page 10), then choose an archetype that best suits your character. Optionally you may choose to **Dual-Arch** (choose two archetypes instead of one) by dividing all the traits listed for each archetype in half then adding the two archetypes together.
3. Read the section on character **Races & Species** (page 12), then choose a race or species that best suits your character. Write down any bonuses or restrictions that race or species may possess.
4. Choose one of the three **Focus** (page 16) your race or species has listed. Write down any bonuses or penalties the focus may possess.
5. Pick a number of **Feats** (page 17) from the feats list of the race or species you chose in step 3. You may pick a number of feats equal to the number allowed by the archetype of your character.
6. Roll 2d6 (for a result of 2-12) to find the number of **Character Points** (page 20) you add to your character's primary traits. No primary trait (except "magic") can have less than 1 point, and no primary trait can have more than 10 points total.
7. Set aside a section of the paper for **Experience Points (XP)**. As a new character, write down "0" for the amount of starting XP. Additionally, make a note of the amount of XP needed to advance to first level. Record any XP bonuses or penalties from having high or low primary trait numbers.
8. Determine all of your character's secondary traits.
9. Roll 2d6+3 (for a result of 5-15). This number represents the amount of currency your player character begins with and can use to purchase equipment before game play begins (see step 10 below). For medieval fantasy campaigns the standard currency is **Silver Coins (SC)**. Science-fiction campaigns use **Star Credits (SC)** as cur-

- rency.
10. Consult the tables of **Weaponry, Armor and Expedition Equipment** (starting on page 23) then "purchase" whatever gear your player character chooses-within the limits of his or her starting currency amount. Write down the equipment, weapons and armor your character purchased on the back of the paper. Deduct any money spent buying equipment.
 11. Now that you know what type of weaponry your character will be using, determine his or her **Attack (ATK)** trait by adding the weapon's damage rating to your character's strength—if the weapon is melee, or perception—if the weapon is ranged. Write the new number in a section marked "Attack".
 12. Find the character's **Defense (DFS)** trait by adding their dexterity trait to their armor's toughness rating. Write the new number in a section marked "Defense".
 13. Name your character and imagine a suitable personality, background story and role (a profession or social class). Give this step care, as once you've chosen a name and background they can rarely be changed!

Character Creation Summary:

1. Choose an archetype. You may dual-arch between two archetypes.
2. Choose a race or species.
3. Choose a focus for that race or species.
4. Choose a number of feats for that race or species as allowed by the chosen archetype.
5. Roll 2d6 and add that many character points to your character's primary traits.
6. Calculate secondary traits then apply any bonuses or detriments from archetypes, race or species, focus and feats.
7. Roll 2d6+3 for initial currency and buy starting weapons, armor and expedition gear.
8. Determine attack and defense traits.
9. Choose a name, personality, background and role for your player character.

If any problems or questions come up while creating your character, double-check with the example of character creation on page 22 or consult with the game master.

Primary Traits

Before creating a player character, it's important to understand a character's **Primary Traits** and what they represent.

Primary traits represent different characteristics of a PC. There are seven primary traits: strength, perception, intelligence, dexterity, charisma, vitality and magic. Primary traits are represented by a number of **Character Points (CP)** which denotes how powerful the character is in that particular trait.

Most characters will have approximately 30 CP, divided amongst six or seven primary traits (for an average of 5 character points per trait). During character creation no primary trait may have less than 1 point allocated to it (except the "magic" trait, see below) or more than 10 points placed into it. A primary trait with a value of "5" is considered average for a normal adult human.

Optional Magic Trait

At the GM's discretion, paranormal powers of magic spells and psionic abilities may be disallowed in an adventure. If magic is prohibited, or a player does not wish for their adventurer to use magic, the magic trait should have 0 character points assigned to it.

For more information and a list of magic spells and psionics to choose from, see page 49.

The seven primary traits, and their significance, are explained hereafter:

Strength (STR)

"Strength" is a measure of a character's muscular power and physical brawn. Player's who wish for their character to wield **Melee Weapons** proficiently such as a glaive or vibroaxe should have a high strength.

Strength directly influences a character's **Melee Attack** (page 10).

Perception (PER)

"Perception" refers to eye-hand coordination, attention to detail and natural intuition. Perception aids in a player's ability to wield **Ranged Weapons** (including thrown weapons) such as a bow or laser pistol. A player who wants their character to be proficient with ranged or thrown weapons should give their character a high perception.

Perception directly influences a character's **Initiative** (see page 79) and **Ranged Attack** (see page 10).

Intelligence (INT)

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

Intelligence directly influences the number of **Languages Points** (page 8) a character knows, and a character's **Will Save** (see page 9).

Dexterity (DEX)

"Dexterity" refers to agility, flexibility and reflexes. A character with a high dexterity is good at **Unarmed Attacks** and dodging incoming threats. A player who wants their character to be quick, nimble and acrobatic should choose a high dexterity.

Dexterity directly influences a character's **Unarmed Attacks** (page 10), **Defense** (see page 10), and **Reflex Save** (page 9).

Charisma (CHA)

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

Charisma directly influences the hiring price of **Retainers** (see page 34) and **Reactions** from NPCs when first meeting other characters.

Vitality (VIT)

"Vitality" is a measure of the constitution, well-being and overall health of a character. A high vitality means many **Health Points**, making a character less likely to die or be killed. A player who wants a character who can sustain a lot of damage before succumbing to death should choose a high vitality.

Vitality directly influences the number of **Health Points** (see page 7), **Stamina Points** (see page 7) and a character's **Fortitude Save** (see page 9).

Magic (MAG)

"Magic" is the innate ability for a character to harness unseen but potent supernatural powers. In a medieval fantasy campaign magic wielders tap into an arcane realm of occult possibility known as **Spells**. For a science-fiction campaign, characters with **Psionic** powers can draw from a mysterious "paraforce".

Secondary Traits

Secondary Trait	Base Primary Trait
Health	= Vitality
Stamina	= Vitality
Skills	= Varies
Language	= Intelligence
SAVE TESTS	
Fortitude Save	= Vitality
Reflex Save	= Dexterity
Will Save	= Intelligence
COMBAT	
Melee Attack	= Strength + Weapon
Ranged Attack	= Perception + Weapon
Unarmed Attack	= Dexterity
Defense	= Dexterity + Armor
MAGIC	
Mana/Psi	= Magic

Magic directly influences how many **Spells** or **Psionics** per game-day a character can cast. The higher leveled a character is, the more powerful spells he or she can cast. Magic is explained in detail in **PART 5: MAGIC** on page 49.

Secondary Traits

Secondary Traits serve as an extension of certain primary traits. Secondary traits represent specific sub-characteristics of PCs and NPCs. Secondary traits are represented by individual points, but each secondary trait number is based off a specific primary trait number.

There are 12 secondary traits: **Health**, **Stamina**, **Skills**, **Languages**, the three save tests: **Fortitude**, **Reflex** and **Will**, four combat traits: **Melee Attack**, **Ranged Attack**, **Unarmed Attack**, **Defense** and **Mana/Psi**.

♥ Health

New characters start the game with a number of health points equal to their vitality trait.

“Health” is represented by a number of **Health Points (HP)**. HP is a measure of how many “points” of damage a character can take before they die. A character with many health points can take more damage, and is more likely to survive, than a character with fewer HP.

Any character with 0 (or less) health points has succumbed to their wounds and dies. Details about character death are discussed in **PART 4: THE ADVENTURE** on page 41.

⚡ Stamina

New characters start the game with a number of stamina points equal to their vitality trait.

“Stamina” is represented by a number of **Stamina Points (SP)**. SP symbolizes a character’s endurance, energy and going-power. A character starts the game with a number of stamina points equal to their vitality trait. Certain feats, actions, magic and equipment may reduce a character’s stamina points in exchange for special effects or bonuses.

By exerting themselves (and losing stamina points), a character can temporarily enhance their **Movement Points (MV)** (see page 38). A character may spend stamina points to gain additional movement points. For every 1 SP they choose to spend this way, they receive +1 MV until end of turn.

If a character runs out of stamina points they may not spend additional stamina points until they regain at least 1 SP. However, if a character is forced to lose additional SP (such as from a magical effect) they lose HP instead. FOR EXAMPLE, a player character with no stamina points who is forced to lose 2 SP would lose 2 HP instead.

Skills

New characters start the game with a number of skill points from their archetype, race/species and focus.

“Skills” are general actions that characters can attempt to perform during their adventures. Before their characters perform a skill, the controlling player should describe to the game master what their character is attempting to do. When describing the actions of an adventurer—be descriptive and dramatic. Narrate an imaginary picture of the scene unfolding. A proper description should include “what” the character is doing, “how” they’re doing it, “why” they choose to do it, “when” they’re doing it (if there’s a certain delay or urgency involved) and “who” they’re targeting with their actions, if anyone.

Skill Tests

Whenever the GM feels a character’s ability to complete an action is uncertain—and the situation carries the possibility of grave consequence if the character fails their attempt—he or she will ask the player to perform a **Skill Test**.

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To attempt a skill test, make a standard roll (page 3) then apply the result to the primary trait number that is most appropriate for the action. FOR EXAMPLE, imagine a character wished to arm wrestle an opponent. The GM determines the character should perform a skill test to see if they're successful. The game master decides the strength trait is the logical primary trait to test. The player adds the modifiers from a standard roll to the PC's strength trait.

If the result of a skill test is equal to or greater than 5, the test is successful. An unsuccessful skill test means the character has failed at performing the action and must suffer any consequences associated with that.

Skill Points

If a PC or NPC is particularly skilled in a specific action type, he or she may have one or more **Skill Points** associated with the related primary trait. Skill points are permanent bonuses or detriments in the form of positive or negative modifiers (i.e. +1 or -2) which are applied to a primary trait—but used only when performing a skill test. New characters begin the game with a number of skill points provided by the archetype, race/species and focus chosen during character creation. Players may assign skill points to their character's strength, perception, intelligence, dexterity or charisma primary traits. For every positive skill point allocated this way, add +1 when that trait is being tested for its skill. Inversely, characters suffer -1 for every negative skill point on a primary trait that is being tested for its skill. These positive and negative modifiers are used only during a skill test.

Skill Test Difficulties

On occasion certain situations will make the **Target Number (TN)** needed to succeed at a skill test higher or lower than the default value of 5. FOR EXAMPLE, a padlock made of superior materials and craftsmanship may be more difficult to pick than a normal lock. In such a case, the game master may decide a character needs to roll a 7 or higher, instead of a 5, for a successful skill test. Circumstances can change the target number of a skill test to anything from 1 to 20, with 5 being the default TN needed to succeed and 20 the most difficult to achieve. Changing the TN may be done when circumstances within the adventure make the difficulty of completing the skill test easier or harder than normal, or when the player's descriptions of their character's actions are considered to provide an advantage or disadvantage (GM's choice).

Secret skill tests

For some skill tests, the dice are rolled in secret by the GM instead of the player. The skill test will always seem successful to the character attempting the action, but it might have secretly failed. Only the GM knows for certain!

Repeatable Skill tests

Often, when a character's skill test fails, all the other players may say "He failed?! Let me make my skill test!" This is not something that should be encouraged. If the GM allows everyone to make a skill test for the same task when someone has failed, one character will eventually succeed, making skill tests pointless.

Instead, the game master should usually decide that the circumstances that lead one character to fail will make all the other characters fail as well. However, some abilities are repeatable while others are not. Actions that are not repeatable cannot be attempted a second time until 1 or more days have passed since the last attempt.

Assisting with Skill Tests

Often times it's reasonable for multiple characters to **Assist** one another by performing the same skill test simultaneously in hopes of solving a common task. FOR EXAMPLE, two warriors may try pushing a large stone aside that blocks an entrance to an underground catacomb. In this example two characters are better than one.

Players should choose which of the characters is the chief problem-solver for the situation (usually the PC with the highest appropriate trait number). Next, that character and all others who are trying to help should make skill tests. The GM uses the roll of the chief problem-solver and adds a +1 modifier for every one of his or her allies who made a successful skill test, and a -1 for every ally who failed the test. The chief problem-solver can never receive more than a +3 bonus this way, but there is no limit to penalties he or she could suffer.

Languages

A new character starts the game with a number of language points equal to their intelligence primary trait. These points may be placed in multiple languages, if desired.

When PCs wish to speak with characters of other races or species, it is often useful to speak several languages. The most widely used and accepted language is known as "common". Common is spoken by most humans, fantasy races and science-fiction species.

However, many NPCs speak their own language, named after their race (for example, klangons speak "klangon").

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

Additional Languages

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

trait to one or more languages. Language points may be assigned to one language or spread across multiple languages. FOR EXAMPLE, a character with an intelligence 7 would have 7 language points to distribute amongst whichever language or languages they choose. The controlling player could place 5 points in the common language and 2 points in the goblin language, for example.

The game master may let the players choose a language of their choice (each race and species has their own language, including humans, named after the race itself) or randomly choose a different language from the table above.

To use the table above, roll 2d6. If the white die reads 4-6, add +6 to the black die roll. Consult only the black die roll when using this table. Alternatively you may roll 1d12, if you have a twelve-sided die available.

When a character is trying to understand a language they're not particularly fluent in, the controlling player should make a **Language Test** for the specific language (the character must have 1 or more points in that language to make this test).

A language test is performed similar to a skill test except no primary trait is used—only the number of language (points that are assigned to the particular language) and a standard roll. If a character's language test meets or beats the target number of 5, they successfully understand the language.

Guild Languages

Often times guilds, orders and factions—especially those which are a secret society—will have their own language known collectively as a **Guild Language**.

Guild languages are a form of covert communication made of secret passwords, hand shakes, jargon, symbols and gestures.

At the GM's discretion, a character who is a member of a guild (and considered in good standing with the group) may know that guild's language; allowing them to speak with anyone else who is also a member.

However, because the passwords and secret gestures are always changing, if a character were to leave a guild at some point they would soon find themselves not knowing what the new secret sayings meant and grow more and more distant from the guild's secret language as time carried on. Likewise, guild languages change over not just time, but great distances as well. A member of the same guild from a distant land or planet may not speak the same guild language or in the same manner as other members.

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

Save Tests

A **Save Test** represents the chance a special attack or effect may be avoided—or have less than the normal effect. There are three types of saves every character possesses: fortitude save, reflex save and will save.

Fortitude Saves reduce effects concerning the health and well-being of the character's body. **Reflex Saves** help avoid fast-moving effects such as traps. **Will Saves** deal with a character's mental discipline, sanity and ability to resist coercion or charm. Fortitude, reflex and will saves begin with the same number as a character's vitality, dexterity and intelligence, respectively.

A save is tested by making a standard roll and applying the result to the character's save number. If the result is equal to or greater-than the target number of 5; the save test is successful. A successful save test means the effect or amount of damage suffered is reduced by half. An unsuccessful save means the character takes the full damage or effect.

Attack & Defense

When a character finds themselves in combat, they will rely on their attack and defense traits. For more information about combat, see **PART 6: COMBAT**.

Attack

"Attack" is a representation of how well a PC can attack and deal damage to their enemy when in combat.

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There are three types of attack:

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

Melee Attacks

Melee attacks are a measure of how well a character can use a melee weapon competently during combat. Melee attacks are also a measure of the quality of the melee weapon being used.

Characters with a high strength trait are skilled melee fighters because of their physical ability to bash, pierce and slash their way in battle.

Ranged Attacks

Ranged attacks are how skilled an adventurer is with their eye-hand coordination and exceptional accuracy in hitting the weak points of their target during combat.

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

Unarmed Attacks

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

Attack & Damage

Every weapon used in combat has a **Damage** number. To determine the attack number for a character, add the adventurer's strength or perception (when making a melee or ranged attack, respectively) and the weapon's damage. When added together, these two factors represent the character's **Attack** value. FOR EXAMPLE, a character with a perception of 6 attacking with an assault rifle of 3 damage has an attack of 9 ($6 + 3 = 9$).

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

When performing an unarmed attack, the same process is used as described above except no weapon damage is added, and the attacker uses their dexterity trait rather than their strength or perception.

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

1. Find the character's strength, perception or dexterity number (depending on the attack type)
2. Find the weapon's damage number (if it's a melee or ranged attack)
3. Add the two numbers together

Characters who wield dual weapons, or switch from one weapon to another, will often have different attack values for each weapon since the damage rating of weapons are often different. See more about dual-wielding on page 83.

Defense

"Defense" is a rating of a character's ability to dodge, parry or block attacks from enemies. Defense is calculated the same way as the attack trait; except instead of strength or perception, a character's ability to avoid incoming attacks uses their dexterity trait number. Every armor has a **Toughness** number which is added to a character's dexterity trait to find their **Defense** value. FOR EXAMPLE, a character with a dexterity of 5 with an armor of 2 toughness has a total defense of 7 ($5 + 2 = 7$).

Magic Points

Characters receive a number of magic points equal to their magic trait. Magic points come in two general types: **Mana Points (MP)**, which represent mystical powers commonly found in a medieval fantasy adventure, and **Psi Points (PSI)**, which represent the mysterious psionic powers of the mind. See **PART 5: MAGIC** on page 49 for more on magic.

Step-By-Step Character Creation

A. Choose an Archetype

Choose one archetype and record all of its characteristics—or choose two archetypes, halve all the characteristic's numbers, then combine their values.

The first step to creating a character is choosing an **Archetype** that best describes the character you wish to make. An archetype is a general category, life path or class of characteristics that describe a PC's or NPC's main focus in life. FOR EXAMPLE, if you wanted your character to be a strong, courageous guardian who wielded a spear or laser sword, you might be interested in your character taking up the "warrior" archetype.

In the OPEN ADVENTURE game, there are seven broad archetypes to choose from: "warrior", "marksman", "scout", "fighter", "leader", "healer" and "arcanist".

Archetypes

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

Each archetype offers unique strengths and weaknesses. Once an archetype has been chosen, write down the primary trait numbers and all other characteristics of that archetype.

Dual-Archs

At a player's discretion, they may choose not one—but two—archetypes for their character. This is known as a **Dual-Arch**. To dual-arch a character, choose two archetypes, reduce any bonus or detriment numbers by half (divide the numbers by 2), then add the two sets of traits together. FOR EXAMPLE, a “warrior-scout” would have a strength of 5 ($6 + 4 / 2 = 5$). Treat any unlisted primary traits as having a value of 0 when adding. FOR EXAMPLE, the warrior-scout would have a charisma of 2 ($4 + 0 / 2 = 2$).

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

Arcanist

Perhaps the most misunderstood and least known of all the archetypes. Magicians and psionicists, known collectively as “arcans”, harness mysterious, arcane powers they pull from the ether. These magic and paranormal wielders employ occult powers that only they truly understand.

When used right, these awe-inspiring spells can change the tide of battle. Arcanists devote years to disciplined study and mastery in their art. Their minds are centered and focused making them carry an unbreakable will.

BONUSES – Arcanists begin with perception 4, intelligence 6, charisma 4 and magic 6. Arcanists choose 5 feats (page 17) from the character's race or species (page 12), have a movement of 7 (tactical time) and gain +4 skill points (intelligence).

DETRIMENTS – Each time an arcans is promoted to a new level, they gain 1d6-1 extra health points (no minimum). Arcanists suffer -2 stamina points.

Fighter

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

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

BONUSES – Fighters begin with strength 6, intelligence 4, dexterity 6 and vitality 4. Fighters choose 4 feats (page 17) from the character's race or species (page 12). Each time a fighter is promoted to a new level, they gain 1d6+1 extra health points. Fighters have a movement of 5 (tactical time).

Healer

Dedicating their lives to helping others, healers seek to right the wrongs of the world, oppose evil and help those in need. These friendly types are always willing to lend a hand, heal the sick or injured, and support the group in less-than conventional means.

In combat they attempt to divide and conquer the enemy rather than face it head-on. After the fray has ended they are the first to mend the wounds of the fallen.

BONUSES – Healers begin with strength 4, perception 4, charisma 6 and vitality 6. Healers choose 4 feats (page 17) from the race or species chosen (page 12). Each time a healer is promoted to a new level, they gain 1d6+1 extra health points. Healers have a movement of 4 (tactical time). Healers gain +2 skill points (intelligence).

Leader

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

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

BONUSES – Leaders begin with perception 4, intelligence 6, charisma 6 and vitality 4. Leaders choose 4 feats (page 17) from the character's race or species (page 12). Leaders have a movement of 6 (tactical time) and +2 skill points (charisma).

DETRIMENTS – Each time a leader is promoted to a new level, they gain 1d6-1 extra health points (no minimum).

Marksman

Marksman are characters with a reputation for deadly accuracy with ranged weaponry. Gunslingers, snipers and sharpshooters—they’re known by many names throughout legend and lore, but their skill is always respected.

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

BONUSES – Marksmen begin with perception 6, intelligence 4, dexterity 6 and charisma 4. Marksmen choose 3 feats (page 17) from the character’s race or species (page 12). Each time a marksman is promoted to a new level, they gain 1d6 extra health points. Marksmen have a movement of 8 (tactical time).

Scout

Scouts are highly intelligent and well-trained individuals who prefer to work their secret craft in the shadows where they remain unseen. Scouts are often up to nefarious or illegal activities—whether it be to pick-pocket an unsuspecting victim or smuggle illegal goods off a planet.

Few locks stand in the way of these mysterious type, always wanting to gain entry to places denied to them. When needed, scouts will employ the sinister art of trap making. Because of their expert experience in such matters, they are also good at disarming traps.

Scouts go by many names such as thieves, rogues and rangers but little is known by general society of their closely guarded secrets.

BONUSES – Scouts begin with strength 4, perception 6, intelligence 6 and dexterity 4. Scouts choose 5 feats (page 17) from the character’s race or species (page 12). Each time a scout is promoted to a new level, they gain 1d6 extra health points. Scouts have a movement of 7 (tactical time).

Warrior

Warriors are individual soldiers, mercenaries, bounty hunters or various types of combatants. They believe no problem can’t be solved with their melee weapon and choose strength as their highest primary trait.

Warriors are athletic, courageous in battle and prefer to stand toe-to-toe with any enemy that bars their path. Warriors are veterans of war, accumulating years of experience through tried and true methods of combat.

Common Races & Species

Fantasy Races	Science-fiction Species
Centaur	Android
Dwarf	Changling
Elf	Genetic Clone
Felid	Hominoid
Gnome	Human
Human	Insectoid
Kitsune	Klangon
Lizardfolk	Reptoid
Minotaur	Squidlien
Troll	Vultoss

BONUSES – Warriors begin with strength 6, dexterity 4, charisma 4 and vitality 6. Warriors choose 3 feats (page 17) from the character’s race or species (page 12). Each time a warrior is promoted to a new level, they gain 1d6+2 extra health points. Warriors have a movement of 5 (tactical time) and gain +2 power points when attacking.

DETRIMENTS – Warriors suffer -2 reflex and -2 skill points (intelligence).

B. Choose a Race or Species

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

Creature types are referred to as **Races** in fantasy games and **Species** in science-fiction games, but serve as the same placeholder. In fact, in the OPEN ADVENTURE game, you have the option to choose whichever race or species you want from the list above.

With permission from your GM, you may create your own race or play one not listed in this booklet. Steps for creating custom races or species can be read on page 16.

Choose a race or species that sounds most entertaining to play. You don’t have to know all the personality traits of a race to begin playing one; if in doubt, make it up!

Once a species has been chosen, write down the focus, feats, bonuses and detriments of your selection. The various aspects of each race will be explained and used in the following steps to creating a character.

Human

Humans are the most wide-spread of all the races. The human traits of curiosity, resourcefulness and unyielding courage have helped them to adapt, survive and prosper in every world they have explored.

SIZE – Medium with average body type.

FOCUS – Agility, cunning or prestige.

FEATS – Sprint, improved jump, improved climb, improved swim, fear resistance.

BONUSES – +1 skill point (strength), +3 language points (any language) and +1 will.

Fantasy Races

Centaur

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

SIZE – Medium with stout body type.

FOCUS – Prestige, spirit or resilience.

FEATS – Sprint, dark vision, natural attack, quadruped, improved listen.

BONUSES – +3 language points (elf), +2 language points (minotaur) +3 skill points (charisma), +2 fortitude.

DETRIMENTS – -3 reflex, -2 skill points (dexterity).

Dwarf

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; dwarves 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. Dwarves are dependable fighters and sturdy against magical influences.

SIZE – Small with stout body type.

FOCUS – Brawn, resilience or alertness.

FEATS – Heat vision, poison resistance, dark vision, improved climb, fear resistance.

BONUSES – +4 skill points (strength), +1 will.

Elf

Elves are graceful, slender demi-humans with delicate features and pointy ears. Elves are known to use magic spells, but prefer to spend their time feasting and frolicking in wooded glades. They rarely visit cities of men. Elves are fascinated by magic and never grow weary of collecting spells or magic items. Elves love beautifully crafted items and choose to live an agrarian life in accord with nature.

SIZE – Medium with slim body type.

FOCUS – Agility, spirit or alertness.

FEATS – Magic resistance, heat vision, improved listen, sprint, illusion resistance.

BONUSES – +3 skill points (dexterity), +2 language points (dwarf), +2 language points (hobgoblin).

DETRIMENTS – -2 skill points (strength).

Felid

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

SIZE – Medium with average body type.

FOCUS – Cunning, prestige or alertness.

FEATS – Dark vision, improved reflexes, prehensile tail, natural attack, improved jump.

BONUSES – +2 skill points (strength), +2 skill points (dexterity), +1 reflex.

Gnome

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

SIZE – Small with average body type.

FOCUS – Cunning, spirit or resilience.

FEATS – Nimble fall, improved stealth, heat vision, poison resistance, improved listen.

BONUSES – +4 skill points (charisma), +2 skill points (intelligence).

DETRIMENTS – -1 fortitude.

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Kitsune

Kitsunes, also known as foxfolk, are demi-humans with the body of a man and the head, claws, fur and tail of a fox. Kitsune have a love for trickery and deception. They delight in the arts, especially riddles and storytelling. Foxfolk live in ancestral clans, sharing wisdom passed down from one generation to the next. Their quick wits and nimbleness have gotten them out of many troubles.

SIZE – Medium with slim body type.

FOCUS – Agility, prestige or alertness.

FEATS – Sense scent, improved stealth, natural attack, improved climb, sprint.

BONUSES – +3 skill points (charisma), +2 reflex.

Lizardfolk

Lizardfolk are water-dwelling humanoids with the body of a man and the head, claws, scaly hide and tails of a lizard or serpent. Lizardmen make tribal nests in swamps, rivers and along seacoasts. Lizardfolk live in small tribes and care little for affairs of men or demi-humans. Most are a drab green or brown color, while others can be dramatically colorful: bright reds, yellow, blues and greens, like some other reptiles and serpents.

SIZE – Medium with average body type.

FOCUS – Agility, brawn or resilience.

FEATS – Cold blooded, amphibious, large tail, natural attack, hold breath.

BONUSES – +2 skill points (strength), +2 skill points (dexterity), +1 skill point (perception).

Minotaur

Minotaurs are muscular nomadic creatures with the body of a man and the head of a bull. They prefer to live underground in labyrinths or in wide open plains and steppes. They live a primitive, tribal existence but have a complex culture surrounding their courage and prowess in battle. Minotaurs are fierce opponents due to their brawn, horned heads and hot temperament.

SIZE – Large with stout body type.

FOCUS – Brawn, spirit or alertness.

FEATS – Natural attack, magic resistance, fear resistance, speak with animals, dark vision.

BONUSES – +5 skill points (strength)

Troll

Trolls are a diverse sapient race that can be found in nearly any corner of the world. They walk upright but hunched forward with sagging shoulders. Trolls can be

staggeringly tall, lanky, and muscular with rubbery blue, green and mottled gray hides. Many trolls hold no loyalty other than to their tribe. Their long arms, strong legs and quick reflexes make them adept hunters.

SIZE – Large with slim body type.

FOCUS – Agility, cunning or spirit.

FEATS – Improved climb, improved swim, magic resistance, improved reflexes, dark vision.

BONUSES – +2 language points (minotaur), +3 skill points (perception), +2 skill points (dexterity).

DETRIMENTS – -2 language points (common).

Science-fiction Species

Android

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

SIZE – Medium with stout body type.

FOCUS – Brawn, resilience or alertness.

FEATS – Natural armor, psionics resistance, poison resistance, amphibious, heal self.

BONUSES – +3 language points (vultoss), +3 language points (klangon), +3 language points (insectoid), +3 fortitude.

DETRIMENTS – -4 skill points (charisma), -3 skill points (dexterity).

Changeling

An alien species who's origin is a mystery. These often mis-understood species' natural state of being is of a liquid form. They can, however, mimic the shape of other species, albeit not very well. The details of their shape shift is never exact and can make a changeling stand out under scrutiny. The size of their shape is never larger or smaller than 2 spaces in volume. 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.

SIZE – Medium with average body type.

FOCUS – Cunning, spirit or prestige.

FEATS – Change shape, improved stealth, speak with animals, sprint, multi-armed.

BONUSES – +2 skill points (charisma), +1 skill point (intelligence), +2 skill points (dexterity).

Genetic Clone

These creatures were designed and created in a laboratory as super soldiers to fight far-away wars for a dystopian empire. Genetic clones have impeccable bodies for battle: large muscles, swift; nimble movements and the ability to endure great hardships. While most clones live and die fighting wars, some have rebelled or defected to escape their fate. Without a home world, culture or history of their own, they wander the expanse of space taking on various jobs for galactic credits. Some still enjoy the thrill of combat and seek out bounty hunting or mercenary jobs while others have tried to escape their past.

SIZE – Medium with stout body type.

FOCUS – Agility, brawn or cunning.

FEATS – Heal self, fear resistance, nimble fall, improved stealth, improved climb.

BONUSES – +2 will, +2 reflex, +2 fortitude, +2 skill points (dexterity)

DETRIMENTS – -2 skill points (charisma), -1 language point (calamorian).

Hominoid

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

SIZE – Small with average body type.

FOCUS – Cunning, spirit or alertness.

FEATS – Prehensile tail, dark vision, speak with animals, improved climb, nimble fall.

BONUSES – +5 language points (insectoid), +3 language points (ornithoин).

DETRIMENTS – -3 skill points (strength).

Insectoid

Insectoids are a bug-like alien species with the resemblance of upright walking crickets or beetles. 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.

SIZE – Small with slim body type.

FOCUS – Agility, prestige or resilience.

FEATS – Natural armor, gliding wings, cold blooded, multi-armed, dark vision.

BONUSES – +2 will, +1 reflex, +2 skill points (charisma).

Klangon

Klangons are a vicious humanoid warrior species who are also proud, tradition-bound people who value honor and combat. The aggressive klangon culture has made them an interstellar military power to be respected and feared. Their fearsome faces and bodies are often adorned with tattoos and scars from battle.

SIZE – Large with stout body type.

FOCUS – Alertness, brawn or resilience.

FEATS – Improved jump, sprint, dark vision, fear resistance, improved climb.

BONUSES – +3 language points (doppleganger), +2 skill points (strength), +1 skill point (perception).

DETRIMENTS – -1 reflex.

Reptoid

Reptoids are a pre-historic, scaly, sapient species that just recently acquired superluminal technology. Reptoids are reptilian creatures with a green skin color, an aggressive nature, and low intelligence. They have a crocodile-like appearance, 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.

SIZE – Large with stout body type.

FOCUS – Agility, resilience or alertness.

FEATS – Cold blooded, amphibious, burrow, large tail, sticky tongue.

BONUSES – +1 skill point (perception), +3 skill points (strength), +3 reflex, +2 language points (xerogling).

DETRIMENTS – -4 skill points (intelligence).

Squidlien

Squidliens are amphibious cephalopod-like aliens with large tentacles in place of arms, deep black or pierc-

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ing 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.

SIZE – Medium with average body type.

FOCUS – Agility, cunning or spirit.

FEATS – Amphibious, cold blooded, constrict, multi-armed, improved swim.

BONUSES – +2 language points (reptoid), +2 skill points (perception), +3 reflex.

DETRIMENTS – -2 skill points (charisma).

Vultoss

Vultoss 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. Vultoss are tall and slim with broad shoulders and a narrow waist. Their eyes have an uncanny glow. Extending back from the crown of the head, vultoss have a bony crest giving their heads a long, sloped look. Although excellent fighters, many vultoss prefer to use their technological advancements to win their battles over pure brawn.

SIZE – Medium with slim body type.

FOCUS – Cunning, spirit or prestige.

FEATS – Psionics resistance, heal self, heat vision, nimble fall, illusion resistance.

BONUSES – +2 skill points (charisma), +3 skill points (dexterity).

Custom Character Races & Species

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

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

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

2. **DETERMINE YOUR CREATURE'S SIZE** – Most

creatures should be one of three sizes: small, medium or large. Each size can have one of three body types, which represent the girth of the character: slim, average or stout. See page 21 for details on character sizes.

3. **CHOOSE THREE FOCUS** – Each creature type should have three focus available for the players to choose from. Choose from the available focus starting on page 16.

4. **CHOOSE FIVE FEATS** – Pick five feats that are most appropriate to—and best describe—the capabilities of your race or species. Choose from the available feats starting on page 17.

5. **CHOOSE BONUSES** – Choose five +1 modifiers for one or more of the following traits: skill points, language points and/or save tests. These modifiers can be allocated in any order or grouping, to one or more of the above traits. FOR EXAMPLE, a player may choose +2 will, +1 skill point (perception) and +2 language points (ornithoин). Players may have their characters suffer -1's as detriments to the same trait types listed above in exchange for an equal number of additional +1 bonuses (placed in one or more of the above traits of your choice).

C. Choose a Focus

Choose one focus from the chosen race or species.

After a race or species has been chosen, pick one of the focuses listed for that creature type. Write down on a sheet of paper all the bonuses from the chosen focus.

Below is a list of all available focuses:

Agility

The “agility” focus represents an increase in nimbleness, flexibility and balance. Characters with the agility focus have trained their body to become more acrobatic, and therefore stronger.

BONUSES – Adventurers with the agility focus gain +1 strength, +2 dexterity, +3 skill points (dexterity) and +2 reflex.

Alertness

The “alertness” focus symbolizes increased senses, awareness and insight. Characters with the alertness focus are keenly aware of their surroundings and possible dangers.

BONUSES – Characters with the alertness focus have +2 perception, +1 charisma, +1 skill point (perception), +2 language points (any language) and +2 reflex.

Brawn

The “brawn” focus is for characters with exceptionally strong bodies. Constant training has earned characters with the brawn focus large muscles and powerful bodies.

BONUSES – Adventurers with the brawn focus have +2 strength, +1 vitality, +4 skill points (strength) and +1 fortitude.

Cunning

The “cunning” focus represents intelligent, clever and quick-witted characters. Characters with the cunning focus are extremely bright and spend much of their time studying and developing new skills.

BONUSES – Characters with the cunning focus have +1 perception, +2 intelligence, +2 skill points (intelligence) and +3 will.

Prestige

The “prestige” focus symbolizes characters who are great speech givers, negotiators and magnetic personalities. Characters with the prestige focus can win the hearts and minds of their peers and pull strings for favors.

BONUSES – Adventurers with the prestige focus have +1 intelligence, +2 charisma, +2 skill points (charisma) and +3 language points (any language).

Resilience

The “resilience” focus is for characters with naturally strong constitutions and fortitudes. Characters with the resilience focus tend to have longer life spans and live healthier lives.

BONUSES – Characters with the resilience focus have +1 dexterity, +2 vitality, +3 fortitude and +2 will.

Spirit

The “spirit” focus symbolizes an abundance in mystical powers swirling with mana or psi. Characters with the spirit focus are naturally gifted to channeling the magical powers of spells and/or psionics.

BONUSES – Adventurers with the spirit focus gain +1 vitality, +2 magic, +2 language points (any language), +1 fortitude, +1 reflex and +1 will.

D. Choose Feats

Choose a number of feats from the chosen race or species equal to the number allowed by the character's archetype.

You may choose a number of feats from the race or

species chosen equal to the number of feats allowed by the character's archetype. Below is a list of feats, and their effects:

General Feats

Fear Resistance

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

Heal Self

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

Hold Breath

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

Improved Climb

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

Improved Jump

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

Improved Listen

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

Improved Reflexes

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

Improved Stealth

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

Improved Swim

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

Nimble Fall

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

Poison Resistance

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

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Sprint

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

Supernatural Feats

Dark Vision

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

Heat Vision

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

Illusion Resistance

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

Magic Resistance

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

Psionics Resistance

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

Sonic Attack

Once per hour, you may perform a thunderous sonic attack as a full-turn action. Sonic attack is considered 20 times louder than speaking volume. Any characters (except you) within range must succeed at a will save or suffer 1 stun counter. This feat takes up two feat slots instead of one.

Speak With Animals

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

Speak With Plants

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

Stench Attack

As a full-turn action, you may emit a powerful stink attack that covers an area 4 region surrounding you.

Stench attack lasts for 1 minute and will follow you for as long as it's in effect. Any characters in the area (except you) must perform a fortitude save. If failed, that character suffers 1 intoxication counter. Stench attack may only be used once a day.

Toxic Attack

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

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

- **LIFE-STEALING** – Victim makes a fortitude save: If failed, they lose 1d6-1 HP.
- **PARALYTIC** – Victim makes a fortitude save: If failed, they suffer 1 stun counter.
- **WEAKING** – Victim makes a fortitude save: If failed, they suffer 1 exhaustion counter.

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

Non-Human Feats

Amphibious

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

Blindsight

Through echolocation, smell, vibrations, magic or other extraordinary senses, you can sense the location of objects and characters up to 3 spaces away (whether or not you have normal sight). You cannot discern colors or read words with blindsight. Blindsight is not effected by light-based attacks but may be vulnerable to sound-based attacks if you rely on sound to use blindsight.

Breath Attack

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

Burrow

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

Change Shape

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

Cold Blooded

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

Constrict

You have +1 to wrestling attacks. When wrestling with an enemy, if you manage to change their wrestling status to "take-down", you may surround them and begin crushing them. For each turn you are crushing your enemy, you may spend a full-turn action to perform an unarmed attack with a +2 damage bonus. Damage dealt this way does not ignore armor but does ignore the character's dexterity trait (when determining defense). If the enemy manages to change their wrestling status to "clinching" or higher, constrict has no effect. This feat takes up two feat slots instead of one.

Far Sight

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

Flying Wings

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

Gliding Wings

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

Large Tail

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

Multi-Armed

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

Natural Armor

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

Natural Attack

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

Prehensile Tail

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

Quadruped

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

Sense Scent

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

Sticky Tongue

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

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

Part II: Player Character Creation

Swallow Whole

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

E. Roll 2d6 Character Points

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

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

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

Primary Trait Bonuses & Penalties

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

High primary traits earn characters extra **Experience Points (XP)** each time they gain XP (see page 41 for details on XP). Low primary traits take away experience points every time they gain XP. The “magic” primary trait is excluded from this rule. For every primary trait that a character has which is a value of 10, that character will receive 10% bonus XP each time they receive experience. For every trait a character has that is a value of 9, that character will receive 5% bonus XP each time they receive experience.

Experience Points Bonus & Penalties

Primary Trait Number	Bonus or Penalty
10	+10% XP
9	+5% XP
2	-5% XP
1	-10% XP

The inverse is true for trait numbers of 1 and 2 taking away 10% or 5% of experience points earned, respectively. FOR EXAMPLE, a character with two primary traits of 10 and one primary trait of 1 would receive 10% bonus experience points ($10\% + 10\% - 10\% = 10\%$).

10% = 10%).

F. Finish Character Trait Details

1. CALCULATE SECONDARY TRAITS – Refer to page 7 to determine the 12 secondary traits for your character based off his or her seven primary traits.
2. APPLY MODIFICATIONS – Apply all bonuses, detriments, focus and feats your character has gained through the character creation process. Make note of any changes in health points, stamina points, save tests, skill tests, languages and so forth.

G. Additional Character Details

The final step to creating a PC is to fill in an assortment of miscellaneous information. You may have given this some thought throughout the character creation process, but now it’s time to give your PC a name, personality and background.

Name Your Character

When choosing a name, you should select one that is appropriate to the fantasy or science-fiction world in which your PC will be adventuring in. Ask your GM about the setting of the world he or she has designed.

FOR EXAMPLE, if the adventure was based on a real-world civilization, culture or canon, a name from that time or place would be most appropriate. Also take into account the race or species you have chosen for your character, as each race has a different culture.

If you are uncertain, you need only make up a fantasy or futuristic sounding name for your character and ask the GM if it is appropriate sounding for the setting and circumstances. Choose a name carefully. It should be a name you’ll like and be proud to use for your PC. You may find yourself playing your character for years, and don’t want to regret the name you gave to him or her.

Personality

Think about how your character speaks, their mannerisms, the way they dress, how they like to spend their money, how they spend their non-adventuring time, and so on.

Additionally, consider how your character views the morals of good and evil, right and wrong. Is your character a paragon of virtue, or a pariah of society? How does your character feel about killing (both innocent and guilty NPCs)? Does he or she always follow the rule of law, even if it is considered unjust? Understanding the moral and ethical motivations that drive your character will allow you to better play the personality of your character.

Background

At some point you'll want to think about the background of your character, such as where and when they were born, how they were raised, who their family and friends are and what they did in their life up to the time they enter the adventure the GM has set up.

RELIGIONS: What religion, if any, does your character adhere too? In fantasy campaigns religious organizations have great influences and can help or hinder an adventurer when they go to towns or meet others of a certain order. In science-fiction campaigns religion may be as diverse as the alien species that inhabit other worlds. Religious orders may span across the stars. Your character does not need to belong to any religious organization, but if they do be sure to think of how they're involved.

GUILDS: Many different factions, gangs, clans and bands have risen and fallen from power over the generations. Is your character a member of one of these guilds? Some of the organizations will be a force of good, while others will hold a more sinister motive. Some guilds will simply exist for the self interest of their members. Think of what influence your character has on one of these guilds, if any.

ROLE: What your character does on a day-to-day basis can be considered his or her profession. Professions, also known as **Roles**, are usually the same as a job or career. Your character should carry with them a title that defines their expertise in their role. FOR EXAMPLE, "paladin", "smuggler" and "pirate" are titles of a role.

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

Height & Weight

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

For rules purposes, lengths are measured in spaces (see page 36 for details on spaces). Weights are measured in **Weight (WT)** in which 1 weight equals 1 kilogram.

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

Character Heights & Weights

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

* Not including weapons, armor, items, etc.

Alignment

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

How good or evil a character has become is represented by a number of **Alignment Points (AP)**. There are two types of alignment points: good AP and evil AP. Characters can receive 1 alignment point for each time they do one or more of the following:

Good Alignment Points

- Donate 1 gc to a church, guild, organization or person of good intent
- Harm an evil-aligned character for good reasons
- Perform an overtly selfless act for no compensation

Evil Alignment Points

- Donate 1 gc to a church, guild, organization or person of evil intent
- Harm a good-aligned character for evil reasons
- Perform an overtly selfish act resulting in loss or suffering of others

Characters may start the game with 0 to 25 alignment points (either good or evil, player's choice). If a character has 5 or less AP, they are considered to have a neutral alignment. Characters can never have more than 25 AP total.

A player can never have good and evil AP at the same time. If a player has collected alignment points of one type but receives an AP of the opposing type the two points cancel each other out resulting in the loss of both. The game master should refer to the **GAME MASTER'S RULEBOOK** for details on how alignment points are used.

Part II: Player Character Creation

Example Character Creation

1. The player chooses the “scout” and “arcane” archetypes to be dual-arched by halving all of each archetype’s benefits & detriments; then adding the two archetypes together.
2. The player notes the pros and cons due to the chosen dual-arch:
 - A. STRENGTH – 2
 - B. PERCEPTION – 5
 - C. INTELLIGENCE – 6
 - D. DEXTERITY – 2
 - E. CHARISMA – 2
 - F. VITALITY – 0
 - G. MAGIC – 3
 - H. The character may use 5 feats, has +2 skill points for intelligence-based skill tests, gains an additional 1d6-1 HP for each level promotion, suffers -1 stamina point and may move up to 7 spaces during tactical time.
3. The “Elf” race is chosen for the character. The player notes the pros and cons of this race:
 - A. BONUSES – +3 skill points for dexterity-based skill tests, +2 language points for the dwarf language and +2 language points for the hobgoblin language.
 - B. DETERIMENTS – -2 skill points for strength-based skill tests.
4. The player decides to choose the “alertness” focus available to the elf race, then notes the bonuses of that focus: +2 perception (for a total of perception 7), +1 charisma (for a total of charisma 3), +1 skill point for perception-based skill tests, +2 language points for a language of the player’s choice (the player chooses “elf”) and +2 reflex.
5. The player writes down 5 feats available to the elf race: magic resistance, heat vision, improved listen, sprint and illusion resistance.
6. The player rolls 2d6 to determine how many extra character points can be assigned to one or more of the character’s primary traits (with no trait—other than magic—having less than 1 point and no trait—including magic—having more than 10 points). The player rolls a 7 and divides the points as follows: +4 vitality, +1 charisma and +2 dexterity.
7. The player notes that due to the character’s strength trait having a value of 2, the character suffers -5% XP every time they would gain XP.
8. The player determines the numbers for four of the secondary traits: 4 health points, 3 stamina points (1 point is lost due to the chosen archetype’s detriment) and +6 language points (the player places +2 in the elf language, +1 in the dwarf language and +3 in the common language).
9. The player writes down their character’s three save numbers: fortitude 4 (the same as vitality), reflex 6 (the same as dexterity with a +2 from the alertness focus) and will 6 (the same as intelligence).
10. Because the character has magic 3, the player chooses three mana types: 3 green mana.
11. The player rolls 2d6+3 to determine the number of silver coins (sc) with which to buy equipment. The player rolls a 7, giving their character 10 silver coins ($7 + 3 = 10$).
12. The player decides to “buy” the following list of equipment: common belt (1 cc), cloak (5 cc), long coat (70 cc), linen shirt (5 cc), boots (2 sc), utility gloves (6 cc), wool trousers (2 sc), recurved bow (1 sc), arrows x 20 (50 cc), short sword (1 sc), leather garment (1 sc), apples x 2 (8 cc), bush berries (3 cc), backpack (20 cc), sack (1 cc), pemmican (50 cc), bandages (50 cc), fishing pole & tackle (10 cc), hemp rope (10 cc) and a mess kit (2 cc). The character has 9 copper coins remaining.
13. A leather garment has a toughness of 1. The player adds this number to their character’s dexterity 4 to get a defense of 5 ($1 + 4 = 5$).
14. A recurved bow has a damage of 2. The player adds this number to their character’s perception 7 to get a range attack of 9 ($2 + 7 = 9$).
15. Current experience points are marked as “0” and 500 is written as the total XP necessary to become a 1st level character.
16. The player decides the character will begin with 12 good alignment points and makes notes of this on the sheet of paper.
17. The player decides the character is a wood elf named “Arinor” who is a hunter & druid that lives off the land in a nearby forest.

Part III: Equipment & Services

Adventurers who risk their lives embarking on a quest are far more likely to survive their ordeal if properly equipped and armed for the dangers that lie before them.

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

Money

Roll 2d6+3 to determine the amount of starting money for your PC in silver coins or star credits.

In OA, there are three types of currencies used when making trades or purchases. **Copper Coins (CC)** for fantasy or **Core Credits (CC)** for science fiction games, are the smallest denomination used for purchasing items and equipment. 100 CC is worth 1 **Silver Coin (SC)** for fantasy or **Star Credit (SC)** for sci-fi. 100 SC is worth 1 **Gold Coin (GC)** for fantasy or **Galactic Credit (GC)** for science-fiction.

Before the game begins players roll 2d6+3 to determine the amount of currency (in SC, see below) their character begins with in the game. Use this money to purchase weaponry, armor, clothing, food and expedition equipment before the game begins.

Money Denominations

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

All three types of currency are universally accepted almost anywhere there is commerce. Treasures found in the hinterlands or far reaches of space will always have a value given in either copper, silver or gold coins—or—in core, star or galactic credits.

Equipment List

Adventurers will want to equip themselves with tools, weapons, armor and other items and instruments before embarking on their expedition. Most of the following items listed are considered common enough that they can be found for sale by the majority of merchants selling such wares. Particular items may not be appropriate for the adventure or campaign setting the game master chooses, and therefore may be restricted or not allowed to be bought or sold.

If a character wishes to purchase an item not found on these lists, the GM should carefully consider if such

an item would be appropriate for the campaign and, if so, a reasonable price for which it would be sold. Refer to the **MASTER RULEBOOK** for common prices of trade goods.

Tools and equipment offer one or more benefits to characters that choose to use them. Items and equipment will:

- Allow specific actions to be attempted—or—provide an “advantage” to a related action
- Posses a special ability or effect
- Be worth a value in coins or credits

Certain items allow for characters to perform specific actions (see skill tests on page 7) they would otherwise not be able to attempt. FOR EXAMPLE, a writing utensil and paper allows characters to take notes or draw a map—something they would be unable to do without those items.

When a character performs a skill test for an action they could normally do without an item, they may choose to use one or more related items to offer an **Advantage** to their test. When an item offers an advantage, the player who's character is using the item may make two standard rolls for their skill test—instead of one—keeping the more favorable roll. A player may make additional rolls this way, for each additional item their character uses, up to a maximum of three additional rolls. FOR EXAMPLE, a character attempts to climb down a sheer cliff. Normally, the controlling player would make a climb skill test. However, if the character used a rope while climbing, the rope would provide an advantage to the skill test. The player may make the skill test as normal except rolling twice and keeping the better of the two rolls for the result.

Clothing

The types of clothes a character chooses to wear can have a great influence on their presentation and how NPCs perceive them. Armor can be worn over clothing, but common clothing does not provide any defensive bonus to its wearer. Clothing consists of under garments and outer wear necessary to complete the outfit. For rules purposes, characters are assumed to take 1 minute to don or doff clothing.

The common clothing table on page 24 shows a basic list of outfits and uniforms for sale. Clothing information in the table is as follows:

CLOTHING NAME – Describes the type of outfit it is considered to be. Some vestments should only be used in fantasy or science-fiction campaigns, unless the game master allows for use of the outfits in different genres.

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

Part III: Equipment & Services

Clothing

Clothing	Cost	Weight
OUTFITS		
Adventurer's Clothes	1 sc	4 wt
Artisan Clothing	10 cc	2 wt
Clerical Cossack	50 cc	3 wt
Constable's Uniform	80 cc	4 wt
Courtier Clothing	3 sc	3 wt
Entertainer's Outfit	30 cc	2 wt
Healer's Vestments*	70 cc	3 wt
Magician's Cloth*	50 cc	2 wt
Monk's Cloth	50 cc	1 wt
Noble Clothes	8 sc	5 wt
Peasant Clothes	1 cc	1 wt
Royal Clothing	2 gc	7 wt
Scholar Uniform	50 cc	3 wt
Scientist's Uniform**	10 cc	3 wt
Traveler's Outfit	10 cc	2 wt
ARTICLES		
Belt, Common	1 cc	½ wt
Cloak / Cape	5 cc	1 wt
Coat, Leather	1 sc	3 wt
Coat, Long	70 cc	1 wt
Dress	90 cc	2 wt
Footwear, Boots (pair)	2 sc	½ wt
Footwear, Shoes (pair)	20 cc	2 wt
Gloves, Mittens	10 cc	½ wt
Gloves, Utility	6 cc	½ wt
Hat	10 cc	1 wt
Long Underwear	10 cc	½ wt
Shirt, Linen	5 cc	1 wt
Shirt, Wool	50 cc	½ wt
Trousers, Linen	50 cc	1 wt
Trousers, Wool	2 sc	2 wt

* = Fantasy Only, ** = Science-fiction Only

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

Weaponry

The weapons tables, beginning on page 25, show a basic list of starting weapons for sale. Weapon information in the tables below is as follows:

WEAPON NAME – Describes the basic type of weapon it is considered to be. Note that ranged weapons require ammunition to use, with one ammunition being spent per use. FOR EXAMPLE, a crossbow needs a quarrel to be fired in order to use the weapon.

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

DAMAGE – A weapon's damage number is added to a character's strength or perception (depending on if the weapon is melee or ranged) to determine a character's attack number (see page 10 for details).

RANGE – The maximum number of spaces a ranged weapon can attack a distant target. This number will increase or decrease depending on the number of positive or negative modifiers from the attack roll. FOR EXAMPLE, a weapon with range 3 would be brought to range 5 with a +2 attack roll ($3 + 2 = 5$).

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

HANDEDNESS – The number of hands required to wield the weapon. Weapons require either one or two hands to use. If the character does not have enough free hands to use the weapon, the weapon cannot be used.

ABILITIES – The effects a weapon can achieve during combat. Most abilities have a cost that must first be paid for the effect to resolve. See page 43 for ability details.

Improvised Weapons

Common objects used during combat as **Improvised Weapons** deal 1 damage or 2 damage (if only one hand or two hands are needed to use it, respectively).

Armor

The armor table is a basic list of armor for sale commonly found at most merchants who sells such things. Armor information in the armor table is as follows:

ARMOR NAME – Describes the basic type of armor it is considered to be. The name is different for fantasy and science-fiction genres, but most all other rules are the same.

COST – The amount of coins or credits that must be spent to purchase the armor.

Fantasy Weaponry

Weapon	Cost	Damage	Weight	Handedness	Ability
MELEE WEAPONRY					
Axe, Battle	3 sc	4	3 wt	2H	★: Counter Deflect
Axe, Hand	60 cc	2	1 wt	1H	★★☛: Bleed 1
Cestus, Spiked*	50 cc	2	½ wt	1H	–
Club, Baton	30 cc	1	2 wt	1H	☛: Knockout
Club, Kanabo	4 sc	3	5 wt	2H	★★: Knockback 2 Reach 1 Sweep
Dagger	30 cc	1	½ wt	1H	–
Flail	1 sc	3	1 wt	1H	★★: Stun 1
Hammer, Maul	2 sc	4	5 wt	2H	★★★: Counter Deflect
Hammer, War	1 sc	2	2 wt	1H	☛: Double Damage
Polearm, Glaive	4 sc	4	3 wt	2H	Charge Set vs Charge
Polearm, Lance	2 sc	4	4 wt	1H	⚡: Charge ★★: Skewer Reach 1
Polearm, Pike	50 cc	3	9 wt	2H	Reach 2 Set vs Charge
Quarterstaff	2 cc	–	2 wt	2H	Reach 1
Rod, Mace	50 cc	2	2 wt	1H	☛: Delay
Rod, Morningstar	1 sc	3	2 wt	1H	Delay ★★☛: Knockout
Scythe	1 sc	1	1 wt	1H	★: Hook Sweep Reach 1
Sword, Bastard	5 sc	4	3 wt	2H	⚡: Counter Deflect ★★: Double Damage
Sword, Long	4 sc	3	2 wt	1H	☛: Disarm Charge
Sword, Rapier	3 sc	3	1 wt	1H	★★☛: Extra Attack ★: Deflect
Sword, Scimitar	3 sc	3	1 wt	1H	★★: +1 Attack
Sword, Short	1 sc	2	1 wt	1H	Deflect
Whip	30 cc	1	1 wt	1H	★★★: Disarm

⚡ = Stamina Points, ☛ = Activate, ★ = Power Points, * = Unarmed combat only

TOUGHNESS – The number that is added to a character's dexterity and helps determine how many points of damage from a enemy's attack are negated by the armor. The left number is for fantasy armor and the right number is for science-fiction armor.

WEIGHT – The measure of how heavy the armor is, in weight points. This is an optional trait that can be

used according to the rules found in the **INTERMEDIATE RULEBOOK**. If only the basic rulebook is being used, this trait can be ignored.

ABILITIES – The effects an armor can use during combat. Most abilities have a cost that must first be paid for the effect to resolve. See page 43 for ability details.

Part III: Equipment & Services

Fantasy Weaponry (Continued)

Weapon	Cost	Damage	Range	Weight	Handedness	Ability
RANGED WEAPONRY						
Atlatl*	30 cc	–	8	1 wt	1H	⚡: Pierce 1
Blowgun**	40 cc	–	2	½ wt	1H	⚡: Stun ⚡: +1 Range
Blunderbuss***†	80 cc	3	3	2 wt	1H	★★: Knockback 1 ★★: Stun
Bow, Long*	40 cc	1	16	1 wt	2H	★★: Bleed 1 ★: +1 Range
Bow, Recurved*	1 sc	2	11	1 wt	2H	★↻: +1 Damage ★↻: Sunder 1
Bow, Short*	30 cc	–	10	1 wt	2H	–
Crossbow, Hand**	4 sc	–	8	2 wt	1H	–
Crossbow, Heavy**	5 sc	2	13	9 wt	2H	★★: Stun ★★: +1 Damage
Crossbow, Light**	3 sc	1	11	3 wt	2H	★★: +1 Range
Musket***†	1 sc	4	8	4 wt	2H	–
Pistol, Flintlock***†	50 cc	2	5	1 wt	1H	★: Bleed 1 ★★↻: Pierce 1
Sling***	10 cc	–	3	½ wt	1H	★★★: Stun
THROWN WEAPONRY						
Axe, Throwing	80 cc	–	3	2 wt	1H	★: +1 Damage
Bola	50 cc	–	4	2 wt	1H	★★★: +1 Damage ★⚡: Strangle
Dagger, Throwing	30 cc	–	2	1 wt	1H	–
Dart	40 cc	–	2	½ wt	1H	–
Grenade, Saltpeter ¹ †	2 sc	3	3	2 wt	1H	Area 3 ★↻: Burn 2
Javelin	15 cc	1	6	1 wt	1H	–
Net	20 cc	–	2	1 wt	2H	Area 3 ★: Entangle
Spear	40 cc	1	4	1 wt	1H	–
Star, Throwing	20 cc	–	3	½ wt	1H	⚡: +1 Damage
Trident	1 sc	2	2	2 wt	1H	–
AMMUNITION						
Arrows (10)	25 cc	–	–	1 wt	–	–
Pellets, Lead (10)	3 cc	–	–	2 wt	–	–
Quarrels (10)	30 cc	–	–	½ wt	–	–
Saltpeter (10)	1 sc	–	–	1 wt	–	–

* = Requires Arrows, ** = Requires Quarrels, *** = Requires Pellets, † = Requires Saltpeter,
 ⚡ = Stamina Points, ↻ = Activate, ★ = Power Points, ¹ = One-time use only

Science-Fiction Weaponry

Weapon	Cost	Damage	Weight	Handedness	Ability
MELEE WEAPONRY					
Axe	3 sc	4	3 wt	2H	⚡️: +1 Damage
Blackjack	50 cc	1	2 wt	1H	★★⚡️: Knockout
Brass Knuckles*	50 cc	1	½ wt	1H	—
Chain	1 sc	3	4 wt	2H	Reach 1 ★⚡️: Sweep
Chainsaw, Heavy**	3 sc	6	10 wt	2H	★★★: Bleed 2
Chainsaw, Normal**	2 sc	4	5 wt	1H	★★⚡️: Sunder 1
Crowbar	50 cc	2	5 wt	2H	—
Cutiken	3 sc	4	1 wt	1H	Charge
Garrote	10 cc	—	½ wt	2H	★★⚡️: Strangle
Gauntlet, Stun*	80 cc	—	½ wt	1H	⚡️: Stun
Hammer, Meteor	4 sc	4	2 wt	1H	Sweep Reach 1 ★⚡️: Knockback 1
Hammer, Sledge	1 sc	4	5 wt	2H	—
Machete	1 sc	3	1 wt	1H	★★: Bleed 1
Nunchaku	1 sc	3	½ wt	1H	⚡️: Knockout
Omnikatar	2 sc	4	½ wt	1H	⚡️: Extra Attack
Reactive Blade	1 sc	5	1 wt	1H	Deflect
Subspike	3 sc	4	3 wt	2H	Set vs Charge ★★⚡️: Pierce 1
Sword, Hook	1 sc	3	2 wt	1H	Deflect ★★★: Hook
Sword, Laser	1 gc	6	½ wt	1H	★★⚡️: Sunder 2
Trappike	50 cc	5	9 wt	2H	⚡️: Charge ⚡️: Set vs Charge
Vibrokatana	2 sc	5	1 wt	2H	Disarm
Vibrostaff	2 cc	—	2 wt	2H	Reach 1
AMMUNITION					
Fuel/Energy (10)	25 cc	—	2 wt	—	—

⚡️ = Stamina Points, ⚡️ = Activate, ★ = Power Points, * = Unarmed combat only, ** = Requires Fuel / Energy

Putting On & Taking Off Armor

Characters may find themselves in situations when they wish to get into or out of their armor in a hurry. The amount of time it takes to **Don** (put on) or **Doff** (take off) armor depends on whether the armor is light, medium or heavy (see page 29 for armor details). A character does not benefit from the defensive capabilities of armor until they have completed the

necessary time to don the armor.

Armor Don & Doff Times

Armor Type	Don	Doff
Light Suited Armor	1 minute	1 minute
Medium Suited Armor	5 minutes	1 minute
Heavy Suited Armor	1 round	5 minutes

Part III: Equipment & Services

Science-Fiction Weaponry (Continued)

Weapon	Cost	Damage	Range	Weight	Handedness	Ability
RANGED WEAPONRY						
Machine Gun, Heavy*	8 sc	6	18	15 wt	2H	-
Machine Gun, Light*	3 sc	3	13	5 wt	1H	-
Machine Gun, Medium*	5 sc	4	13	10 wt	2H	-
Phaserblade Repeater**	1 sc	4	14	3 wt	2H	★: Sunder 2
Pistol, Laser**	40 cc	2	8	½ wt	1H	★★: Stun
Pistol, Revolver*	25 cc	1	6	1 wt	1H	★★: Pierce 1
Pistol, Semi-Auto*	20 cc	1	6	1 wt	1H	-
Plasma Thrower**	15 sc	3	4	25 wt	2H	★: Burn 1 ★: +1 Damage
Rail Cannon***	20 sc	4	4	30 wt	2H	☛: Stun ★: Knockback 1 ★: +1 Damage
Rifle, Assault*	40 cc	3	12	5 wt	2H	-
Rifle, Battle*	1 sc	4	13	5 wt	2H	-
Rifle, Bolt Action*	40 cc	3	15	2 wt	2H	★: Pierce 1
Rifle, Laser**	5 sc	5	8	1 wt	1H	★: Stun
Rifle, Lever Action*	30 cc	3	15	3 wt	2H	-
Rifle, Sniper*	2 sc	4	18	8 wt	2H	★★: +1 Damage
Rocket Launcher***	4 sc	5	5	4 wt	2H	Area 3 ★★: +1 Damage
Shotgun, Combat*	5 sc	5	10	5 wt	2H	★★: Knockback 1 ★★: Sunder 1
Shotgun, Full-auto*	40 cc	5	11	5 wt	1H	★★: Knockback 2
Shotgun, Semi-auto*	30 cc	3	13	4 wt	1H	-
Submachine Gun*	20 cc	1	11	2 wt	1H	-
THROWN WEAPONRY						
Entangler	20 cc	-	2	1 wt	1H	Area 4 ☛: Entangle
Thermite Grenade ¹	1 sc	5	3	½ wt	1H	Area 3 ★: Burn 1
AMMUNITION						
Bullets (10)	3 cc	-	-	½ wt	-	-
Fuel/Energy (10)	25 cc	-	-	2 wt	-	-
Projectiles (10)	30 cc	-	-	2 wt	-	-

* = Requires Bullets, ** = Requires Fuel / Energy, *** = Requires Projectiles,
☛ = Stamina Points, ☛ = Activate, ★ = Power Points, ¹ = One-time use only

Armor

Fantasy Armor	Science-Fiction Armor	Cost	Toughness	Weight	Ability
LIGHT SUITED ARMOR					
Garment, Brigandine	Flak Jacket	3 sc	2	10 wt	-
Garment, Cloth	Uniform, Cloth	50 cc	-	2 wt	↻: +1 (this ability may only be used once a day)
Garment, Leather	Uniform, Battle Dress	1 sc	1	4 wt	⚡: +1 Defense until end of turn
MEDIUM SUITED ARMOR					
Mail, Chain	Vestment, Aramid	15 sc	2/4	18 wt	♥: +2 Defense until end of turn
Mail, Plated	Vestment, Ballistic	5 sc	3/5	18 wt	Roll: For every ★ rolled, +1 Defense until end of turn
Scale, Bronze	Exoskeletal Frame	5 sc	4/6	13 wt	-1 Dexterity +1 Strength
Scale, Iron	Nanosuit, Mesh	20 sc	5/7	14 wt	-
Scale, Leather	Nanosuit, Adaptive	2 sc	3/5	12 wt	⚡: +2 Defense until end of turn
HEAVY SUITED ARMOR					
Banded, Iron	Power Armor, Siege	25 sc	7/9	15 wt	-
Banded, Leather	Power Armor, Tactical	5 sc	5/7	12 wt	⚡: +1 ★
Plate, Iron	Tank Suit, Basic	60 sc	8/10	22 wt	-1 Reflex
Plate, Steel	Tank Suit, Advanced	2 gc	9/11	22 wt	-2 Reflex
SHIELDS*					
Shield, Buckler	Shield, Mobile	1 sc	+1	2 wt	-
Shield, Heraldic	Shield, Riot	2 sc	+2	6 wt	↻: +1 Defense until end of turn
Shield, Tower	Mantlet, War	3 sc	+3	13 wt	-
ARMOR ACCESSORIES					
Armor Spikes	Armor Blades	5 sc	-	5 wt	⚡: Sunder 2
Shield Spikes**	Shield Blades**	1 sc	-	2 wt	Deflect (treat as a dagger)

* = Stamina Points, ↻ = Activate, ★ = Power Points, ♥ = Health Points, * = Requires one free hand to use, ** = Unarmed combat only

Food & Provisions

Without proper sustenance, an adventuring party won't get far in their journey. Characters must eat food to stave off the pains of hunger and stay healthy & fit. Food is divided into two sizes: **Morsels** and **Meals**.

Meals & Morsels

Food Size	Equals
1 Meal	= 5 Morsels
1 Morsel	= 1/5 Meal

A meal consists of 1,000 calories. There are 5 morsels to 1 meal. Characters must eat certain amounts of food depending on their character size (which is dependent on their race or species). Adventurers must eat one meal worth of food every 4-12 hours (depending on their size). The smaller the character, the less frequent they must eat due to their small stature.

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

The food and drinks tables on page 30 shows a basic list of common foods and provisions for sale. Food information in the provisions table is as follows:

Part III: Equipment & Services

Food & Provisions

Food (1 Meal)	Cost	Weight	Type
Apple	4 cc	½ wt	Fruit
Banana	50 cc	½ wt	Fruit
Beans, Dried	2 cc	3 wt	Other
Beef	90 cc	½ wt	Meat
Berries, Bush	3 cc	3 wt	Fruit
Berries, Vine	1 cc	2 wt	Fruit
Biscuits	10 cc	1 wt	Grain
Bread	5 cc	½ wt	Grain
Butter	30 cc	½ wt	Other
Carrot	1 cc	3 wt	Vegetable
Celery	2 cc	1 wt	Vegetable
Cereal	7 cc	3 wt	Grain
Cheese	30 cc	½ wt	Other
Chicken / Duck	15 cc	1 wt	Meat
Crackers	7 cc	3 wt	Grain
Crustacean	1 sc	1 wt	Meat
Egg	2 cc	2 wt	Other
Fish, Fresh Water	30 cc	2 wt	Meat
Fish, Salt Water	60 cc	3 wt	Meat
Game Meat	20 cc	½ wt	Meat
Goat	40 cc	½ wt	Meat
Hare	9 cc	½ wt	Meat
Lettuce	2 cc	4 wt	Vegetable
Maize	1 cc	½ wt	Vegetable
Mango	1 sc	2 wt	Fruit
Milk	50 cc	2 wt	Other
Mutton	40 cc	½ wt	Meat
Nuts, Assorted	35 cc	½ wt	Other
Onion	5 cc	2 wt	Vegetable
Peas, Green	4 cc	3 wt	Vegetable
Pemmican / Jerky	50 cc	1 wt	Meat
Pork	30 cc	1 wt	Meat
Potato	3 cc	2 wt	Other
Rice	1 cc	2 wt	Grain
Tangerine	70 cc	1 wt	Fruit
Tomato	2 cc	1 wt	Fruit
Yam	4 cc	2 wt	Vegetable

Character Size & Eating Frequency

Character Size	Must Eat 1 Meal Every...
Small	12 Hours
Medium	8 Hours
Large	4 Hours

FOOD/DRINK NAME – Describes the basic type of food or drink it is considered to be. Each food item is sold as units equaling 1 meal each.

COST – The amount of coins or credits that must be spent to purchase the provision.

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

TYPE – The class of the provision's type. Food can be either “vegetable”, “fruit”, “meat”, “grain” or “other”. This is an optional trait that can be used according to the rules found in the **EXPERT RULEBOOK**. If only the basic rulebook is being used, this trait can be ignored.

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

Drinks & Beverages

Drink (½ wt)	Cost	Ability
Ale, Klangon**	2 sc	Alcohol 80
Ale*	50 cc	Alcohol 5
Ambrosia**	80 cc	Alcohol 35
Beer	20 cc	Alcohol 2
Coffee	20 cc	–
Juice	10 cc	–
Mead, Honey*	40 cc	Alcohol 12
Milk	40 cc	–
Sake	45 cc	Alcohol 16
Soda**	5 cc	–
Synthahol**	50 cc	–
Tea	10 cc	–
Tequila	2 sc	Alcohol 40
Vodka**	2 sc	Alcohol 40
Whiskey	2 sc	Alcohol 42
Wine	1 sc	Alcohol 12

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

Expedition Equipment

Equipment	Cost	Weight	Ability
Abacus*	20 cc	1 wt	–
Acid	1 sc	½ wt	Inflicts 2d6 acid damage. Ignores armor if it touches skin.
Ball Bearings (1,000)	10 cc	1 wt	Covers area 3 when spilled on the ground.
Bandages (10)	50 cc	1 wt	–
Battery**	10 cc	1 wt	Charges power lights for 1 round.
Bedroll (Area 2x1)	10 cc	3 wt	–
Bell	10 cc	½ wt	–
Blanket (Area 2x1)	5 cc	1 wt	–
Block & Tackle	10 cc	2 wt	–
Book	2 sc	2 wt	–
Cable, Metal (3 spaces)	50 cc	2 wt	DFS 10, HP 5, break TN 10, max 450 wt.
Caltrops (10)	5 cc	½ wt	Covers area 2, inflicts 1d6 damage (ignoring armor).
Candle (Beeswax)	1 cc	½ wt	Illuminates area 3, lasts 3 rounds.
Chain (3 spaces)	50 cc	10 wt	DFS 15, HP 10, break TN 12, max 750 wt.
Chalk	1 cc	½ wt	–
Compass**	2 sc	½ wt	–
Computer, Portable**	5 sc	2 wt	–
Crowbar	20 cc	1 wt	–
Datapad**	20 cc	½ wt	–
Ear, Parabolic**	2 sc	1 wt	–
Firewood (8 hours)	1 sc	10 wt	–
Fishing Net (Area 2)	40 cc	2 wt	Entangle
Fishing Pole & Tackle	10 cc	2 wt	–
Flint & Steel*	10 cc	½ wt	–
Fusion Cutter**	50 cc	5 wt	+3 to force open skill test
Grappling Hook	10 cc	2 wt	–
Hammer	7 cc	½ wt	–
Hammer, Sledge	20 cc	5 wt	–
Heads-Up Display**	2 sc	1 wt	–
Hourglass	3 sc	1 wt	–
Hunting Trap	50 cc	10 wt	Inflicts 1d6+2 damage (ignoring armor).
Ink	1 sc	½ wt	–
Instrument, Percussion	60 cc	2 wt	–
Instrument, String	4 sc	2 wt	–
Instrument, Wind	1 sc	1 wt	–
Kit, Hacking**	5 sc	2 wt	–

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

Part III: Equipment & Services

Expedition Equipment (Continued)

Equipment	Cost	Weight	Ability
Kit, Lock Pick	3 sc	1 wt	–
Kit, Mess	2 cc	1 wt	–
Kit, Trap	3 sc	3 wt	–
Ladder (3 spaces)	5 cc	10 wt	–
Light, Chem** / Torch* (5)	10 cc	1 wt per	Illuminates area 5, lasts 1 round.
Light, Lamp (hooded)*	5 cc	1 wt	Illuminates area 5, holds 6 weight of oil.
Light, Lantern (bullseye)*	1 sc	1 wt	Illuminates area 8x1, holds 6 weight of oil.
Light, Power (beam)**	1 sc	1 wt	Illuminates area 8x1, holds 6 weight of batteries.
Light, Power (halo)**	1 sc	1 wt	Illuminates area 5, holds 6 weight of batteries.
Magnifying Glass*	5 sc	½ wt	–
Manacles	1 sc	3 wt	Lockpick TN 7, force open TN 9.
Microscope**	2 sc	2 wt	–
Mirror (steel)	50 cc	½ wt	–
Oil*	10 cc	1 wt	Burns in lamps and lanterns for 1 round. If spilled on the ground, oil covers area 2 and burns for 1 minute if ignited.
Padlock	1 sc	½ wt	Lockpick TN 5, force open TN 7.
Paper / Parchment (1)	3 cc	½ wt	–
Pen (ink) / Pencil	1 cc	½ wt	–
Perfume	50 cc	½ wt	–
Pick Axe	30 cc	5 wt	–
Piton	1 cc	½ wt	–
Pole (3 spaces)	3 cc	4 wt	–
Radio, Portable**	20 cc	½ wt	–
Ram, Battering	2 sc	5 wt	–
Rope, Hemp (15 spaces)	10 cc	5 wt	DFS 5, HP 2, break TN 7.
Rope, Synth (15 spaces)**	1 sc	2 wt	DFS 5, HP 2, break TN 7.
Scale, Merchant's	20 cc	1 wt	–
Sensor, Portable**	2 sc	1 wt	–
Signal Whistle	1 cc	½ wt	Signal noise is up to x20 louder than speaking volume.
Space Suit**	5 sc	10 wt	Ignore the effects of a vacuum. Contains 6 hours of air.
Spade / Shovel	20 cc	3 wt	–
Spikes, Iron (10)	10 cc	1 wt per	–
Spyglass / Telescope	1 sc	1 wt	Viewer can see up to x20 farther.
Tent (Area 2)	1 sc	10 wt	2 minutes setup time.
Tent (Area 3)	2 sc	15 wt	4 minutes setup time.
Thermal Imager**	5 sc	2 wt	Grants the heat vision feat.
Whetstone	1 cc	1 wt	–

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

Containers

Container (Empty)	Cost	Weight	Capacity
Backpack	20 cc	1 wt	15 wt
Bandoleer**	20 cc	1 wt	5 wt
Barrel*	20 cc	15 wt	145 wt
Basket	4 cc	½ wt	10 wt
Bottle (Glass)	20 cc	1 wt	1 wt
Bucket	5 cc	1 wt	10 wt
Chest* / Crate**	20 cc	10 wt	135 wt
Flask	1 cc	½ wt	1 wt
Jug (Clay)	1 cc	½ wt	3 wt
Mug / Tankard (Clay)	1 cc	½ wt	1 wt
Pitcher	1 cc	½ wt	3 wt
Pot (Iron)	5 cc	5 wt	3 wt
Pouch, medium	20 cc	1 wt	6 wt
Pouch, small	10 cc	½ wt	3 wt
Sack	1 cc	½ wt	15 wt
Vest, Tactical**	1 sc	2 wt	10 wt
Vial	10 cc	½ wt	½ wt
Water Skin*	10 cc	½ wt	½ wt

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

Alcoholic Drinks

At the GM's discretion, alcoholic beverages have the chance of intoxicating their drinker. Whenever a character drinks ½ weight of liquid with alcohol in it, they must make a fortitude save vs the drink's alcohol number—where the alcohol number equals the percent of alcohol in the drink. If the character fails, they suffer 1 intoxication counter (see page 43 for details on intoxication). Consuming multiple drinks within a short period of time increases the alcohol number needed to pass the fortitude save. To determine this number, add all the alcohol numbers from every drink a character has consumed within a 1 hour interval. This new number is the TN for the fortitude save. FOR EXAMPLE, an adventurer drinking sake and beer would need to succeed at a fortitude save of 18 ($16 + 2 = 18$) or become intoxicated.

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

Expedition Equipment

Before boldly going forth on an adventure, characters should purchase any equipment or supplies they feel may need on their journey.

Magic Symbols

Symbol	Cost	Weight
Beads, Prayer	10 cc	½ wt
Belladonna	4 cc	½ wt
Crystal, Focusing*	1 sc	5 wt
Garlic	1 cc	½ wt
Holy Symbol, Amulet*	50 cc	½ wt
Holy Symbol, Emblem	2 cc	½ wt
Holy Symbol, Reliquary*	50 cc	1 wt
Holy Water	3 sc	½ wt
Incense	10 cc	½ wt
Mistletoe	10 cc	½ wt
Orb*	2 sc	2 wt
Rod	1 sc	1 wt
Staff	50 cc	2 wt
Totem*	10 cc	½ wt
Wand*	1 sc	½ wt
Wolfsbane	8 cc	½ wt

* = Fantasy only

The equipment tables starting on page 31 show a basic list of starting equipment for sale. Information in the equipment tables is as follows:

EQUIPMENT NAME – Describes the basic type of equipment it is considered to be.

COST – The amount of coins or credits that must be spent to purchase the equipment.

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

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

Services

Whether looking for hired help to take out a goblin's lair or a crew to accompany them on a space voyage, adventurers will eventually need the services of non-player characters. Hired NPCs come in two types:

- Retainers
 - Hirelings
 - Mercenaries
- Specialists

Part III: Equipment & Services

Hired NPCs will ask for compensation based on the number of days they're hired, demanding 50% of the payment before they do any work.

Although hired NPCs may travel with an adventuring party; they do not consider themselves a member of the party; but rather an employee hired by one of the PCs. Because of this, NPCs may desert or even rebel against their employer if they feel they are being mistreated, placed in unnecessary danger or sent on a suicide mission.

Each hired NPC must have one player character designated as their "leader". In times of duress NPCs may need to make a morale test (see the **GAME MASTER'S RULEBOOK** for details on morale). The retainer's leader may make a leadership test in response to the morale test to bolster courage and confidence. If the retainer's leader fails their leadership test, the hired NPC may attempt to run away, sabotage the expedition or even threaten or attack the player characters.

Retainers

Retainers are non-player characters that agree to join an adventuring party as a soldier, guard or other form of hired arm. However, some retainers may be hired for unskilled labor or mundane tasks and jobs. Retainers come in two types: hirelings and mercenaries.

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

Hirelings

Hirelings are NPCs who usually work in a menial or boring job with little or no concern for the value of their work. Because of their lack of care for their work—and their focus on money—hirelings are generally considered to not be trustworthy. However, hirelings are relatively thrifty to hire for one or two adventures.

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

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

Player characters should begin talking to an NPC that they wish to employ as a hireling and negotiate a price. If an NPC has agreed to work for one of the PCs, the party will need to provide all employed

hirelings with any equipment (weapons, armor, etc) and transportation they will need before beginning their adventure. Although hirelings do not usually get a share of any treasure found on a quest; they are counted as an additional player when sharing experience points amongst all players involved. In fact, hirelings can gain experience points and new experience levels over time, just like player characters.

Mercenaries

When characters need an entire army rather than just a few helpers, they can hire **Mercenaries**. Mercenaries are trained troops that will work and fight for payment. The hiring costs for mercenaries are different for each mercenary type.

Mercenaries supply their own equipment, weaponry, armor and so on; but all food and general provisions must be covered by the player characters. Mercenaries never work alone, insisting on working in a group of no less than five mercenaries (themselves and at least four other mercenaries).

Fantasy Mercenaries Sci-Fi Mercenaries

- | | |
|---|--|
| <ul style="list-style-type: none">• Archer• Calvary, Heavy• Calvary, Light• Calvary, Medium• Crossbowman• Footman, Heavy• Footman, Light• Horse Archer• Longbowman• Militiaman | <ul style="list-style-type: none">• Rifleman• Shocktrooper, Heavy• Shocktrooper, Light• Shocktrooper, Medium• Bounty Hunter• Genetic Super Solider• Enforcer• Warfare Android• Sniper, Longshot• Militiaman |
|---|--|

For every 20 mercenaries hired, a castellan or lieutenant specialist must be hired to lead the group.

Specialists

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

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

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

Part IV: The Adventure

This chapter covers general game rules, how a party of characters can set forth on their own expedition and individual character action rules.

General Game Rules

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

Organizing A Party

The enemies that inhabit dungeons, starships, wildernesses and strange moons are far too numerous and powerful to take-on alone. Instead, it is much safer for PCs to form a band or group of adventurers known as a party. A party of adventurers can help protect and watch out for one another. At the start of the game it is often presumed the characters have already met one another and formed an adventuring party.

Party Size & Composition

The best size for a party of adventurers is between 4-6 characters, though smaller or larger groups can survive as well. This size provides enough people to take on the challenges they may face in their expeditions, but not too many to slow down the pace of the game.

It is smart to have a variety of skills, spells/psionics, strengths and weaknesses amongst the individual adventurers to gain the benefits that each character provides. Characters who are primarily fighters or warriors offer protection from dangerous enemies. Characters who are sneaky and can remain unseen may reach areas other less-dexterous characters cannot. Magic wielding characters who harness the power of spells and/or psionics bring to the party a potent combination of tricks and abilities. Characters who focus on helping—as well as healing—their fellow comrades in arms will be welcomed to any party that finds themselves surrounded by dangers. Characters who are natural leaders may be able to safely talk the party out of a dangerous situation with enemy NPCs. Characters with excellent eye-hand coordination may be able to shoot or throw weapons from a distance, offering a supportive role during combat.

Most GMs allow a player to control only one character at a time. However, under certain circumstances—such as when only a few players are available to play OPEN ADVENTURE—players may control two or more characters. Characters may also hire NPCs to assist them in their conquest by taking up arms or providing an expertise missing amongst the party.

Preparing for an Adventure

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

1. WHO WE ARE: Figure out who all the characters are, if they know each other and if anyone in the party cannot be trusted or is particularly trustworthy.
2. WHAT TO DO: Find a job or quest needing to be completed that all the characters can participate in accomplishing.
3. WHY WE'RE ADVENTURING: Consider why you and the rest of the party are about to partake on the quest. Have you been tasked with rescuing someone? Perhaps a special item needs to be retrieved. Consider the goals of the adventures offered and what objectives need to be completed to be successful at each adventure before setting out.
4. WHERE TO GO: Every party should have an understanding of where they need to go in order to complete their objectives. Consider any perils that may lay between your character and his or her destination.
5. SUPPLIES NEEDED: Determine what weapons, armor, equipment and transports (if any) will be needed to complete the adventure.
6. EQUIP & OUTFIT: The characters should choose how to buy and equip the party with the gear they need. Characters may wish to share their starting money to help their allies buy any necessary items.
7. MARCHING ORDER: Discuss the positions and tactics the party will use to contend with combat or deal with a dangerous or surprise situation, known as a **Marching Order**. A marching order is the physical order of position that the characters form while exploring new frontiers. Party members should determine which character is scouting out front, who's searching in the middle, and who is following at the rear of the party.

Players should devise their own style of marching orders when opening doors, searching rooms, fighting enemies and so on. A common marching order is to have the characters form a two-by-two

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column as they advance forward; though this may have to change depending on the width of corridors and other circumstances.

Characters who are wearing full or heavy armor should take the point position (in the front) of the party or remain in the rear to guard the backs of the characters. Physically weaker characters (such as arcanists) should remain close to the middle of the party as to be protected against enemies, traps and so on.

Beginning the Adventure

When the party is ready to begin their adventure, the players describe to the GM what their characters are doing, such as “Otael climbs the slope, sword in hand, to see what’s at the crest,” or, “I turn on my thermal imager and head down the stairs.” The GM responds by telling the players what the characters see, hear, taste, sense, smell and feel.

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

Maps, Spaces & Scale

A **Space** is a measurement of distance an adventurer can walk, run, climb, and so forth. Spaces can be represented by grid squares or hexagons on grid mats or graph paper (see the **GAME MASTER'S RULEBOOK** for more information). Spaces can represent both horizontal and vertical lengths. In most situations involving player characters interacting with their environment, 1 space equals 1 meter of in-game distance. However, spaces can represent larger areas depending on the type of **Map** used (see below).

Maps

A map is the play space the characters explore and adventure in. Characters who travel on horseback for a day’s travel, for example, will do so on a map representing a large countryside. Similarly, a starship traveling from one part of the galaxy to another will operate in a larger map. The changing of map sizes is known as **Scale**. Scale is the number of in-game meters that 1 space represents.

In OPEN ADVENTURE there are four different types of maps, each with a different scale:

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

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

LOCAL MAP: “Local Maps” are used when adventurers are exploring a small area such as a dungeon, forest, hut or small hamlet. In a local map, 1 space equals 1 meter within the game.

OVERLAND MAP: “Overland Maps” are used when characters travel great distances through a countryside, mountain range, coastal beach, etc. Traveling through an overland map usually represents a day’s or more worth of travel. In an overland map, 1 space equals 1,000 meters (known as a kilometer) within the game.

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

ASTRONOMICAL MAP: “Astronomical Maps” are used when starships travel great expanses of space. When characters must pilot starships to travel to distant planets, stars or space stations, an astronomical map is used. Travel across an astronomical map usually represents a day’s travel at faster-than-light speeds. In an astronomical map, 1 space equals 1 million terrameters (known as an exameter) within the game.

Unless stated otherwise, local maps are the default map used when players are moving around a local area. Because of this, spaces typically measure 1 in-game meter of length unless using a different map type; or mentioned elsewhere. Maps of indoor or underground areas are always represented using square grid lines, while outdoor or outer-space areas are always represented using hexagon (“hex” for short) grid lines.

Elevation

Difference in height, such as altitude or elevation, can provide bonuses or penalties to attacks and effect movement when traveling over steep terrain. Elevation is measured by drawing **Contour Lines** on local or overland maps.

Contour lines on a local map equal 1 meter of height change. Contour lines drawn on overland maps represent 10 meters in topography change. Page 84 covers rules concerning combat and attacking from high ground.

Distance, Area & Volume

In certain situations spaces are used to determine if

something is “within range” of another thing—such as a ranged weapon targeting an enemy (see page 10). Certain spells, weapons, items etc. may target an **Area** within the game. Areas are measured in spaces squared (the length of the area multiplied by the width of the area) and are denoted as “Area AxB” where A is the area’s length and B is its width. FOR EXAMPLE, an Area 5x3 would mean an area consisting of 5 spaces long and 3 spaces wide. If only one number is given for an area, it is assumed the area is a square with equal lengths and widths.

Spells, items, armor, etc. that deal with **Volume** are also measured in spaces. Volume is denoted as “Volume AxBxC” where A and B are the length and width, respectively, and C is the height of the volume. FOR EXAMPLE, a poisonous gas cloud of “Volume 5x3x2” would be 5 spaces long, 3 spaces wide and 2 spaces tall. If only two numbers are given for a volume, the first is assumed to be for the length and width and the second number is for the height. FOR EXAMPLE a fog cloud of “Volume 5x4” would be 5 spaces long and wide and 4 spaces tall. If only one number is given for a volume, it is assumed the volume is a cube with an equal length, width and height.

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

Time Measurement

For characters, time is not measured in the real-time that the players around the gaming table experience. Instead, time may pass faster or slower within the game world—even to the extent of the GM’s mentioning, for example, “a month passes.” The GM normally records the passage of time, but the GM may delegate keeping track of time to a particularly trustworthy player. Measuring time can be important for many reasons; torches burn down to useless stubs, food is consumed, and wounded characters heal damage as they rest. Game time is divided into speeds different than real-time.

There are four distinct **Time Intervals**:

- Tactical Time
- Exploration Time
- Cautious Time
- Extended Time

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

TACTICAL TIME: “Tactical Time” is the slowest measure of time. Tactical time is used during combat or other moments of great importance in which every action, large and small, must be played out

Time Measurements

Type	Game Time
1 Turn	6 Seconds
1 Minute	10 Turns
1 Round	10 Minutes
1 Hour	6 Rounds
1 Day	24 Hours (Morning, Noon & Night)

Second-by-second. Tactical time is played in a series of **Turns** where 1 turn represents 6 seconds of game time.

CAUTIOUS TIME: “Cautious Time” is used when adventurers are in a potentially dangerous area and want to move slowly and cautiously. Cautious time is played out in a series of **Minutes** where 1 minute represents 10 turns.

EXPLORATION TIME: “Exploration Time” is a prolonged period of time used when actions or events take approximately 10 minutes to complete (i.e. when eating food or landing a starship). Exploration time is played out in a series of **Rounds** where 1 round represents 10 minutes.

EXTENDED TIME: “Extended Time” is the longest of the four segments of time measurement. Extended time is used when characters are traveling over great distances or performing a task that takes a prolonged period of time. Extended time is played out in a series of **Hours**, where 1 hour represents 6 rounds.

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

- Morning
- Noon
- Night

MORNING: This is when adventurers wake up, pack any gear they have laying around, eat their first meal and prepare for the day’s events. It’s also the time when they begin their travels to a destination.

NOON: After characters have traveled or explored for one third of the day, they are usually tired and hungry. Characters typically decide to setup camp or stop their starship for the remainder of the day. Noon is commonly used to eat lunch, scan or search for anything of use, and prepare for the impending night.

NIGHT: Night time is typically when the adventurers take turns guarding the group while everyone else sleeps. Adventurers often work hard during the day and require a full eight hours of sleep to be rejuvenated for the following day.

When characters find themselves in a dangerous area

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that requires caution and vigilance—such as in the corridors of a dungeon, enemy space station or other similar scenario—the GM should record time in cautious time intervals. During combat the GM should record time in tactical time intervals.

Adventure Game Rules

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

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

Movement & Travel

In OPEN ADVENTURE movement represents the distance, in spaces, a character can move over time. The number of spaces a character can travel is effected by four factors:

1. Time Interval (tactical, cautious, exploration or extended). See page 37.
2. Map Type (local, overland, stellar or astronomical). See page 37.
3. Number of movement points assigned to the character or vehicle.
4. Terrain types and their movement point costs.

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

- During TACTICAL TIME a character has a number of movement points dependent on the archetype of that character to spend as a half-turn action (see page 80) moving on a local map.
- During CAUTIOUS TIME a character has $2 \times \text{MV}$ each minute to spend moving on a local map.
- During EXTENDED TIME a character has $4 \times \text{MV}$ every 8 hours that they can spend moving on an overland map.

Character Movement Points (Example)

Time Interval	Local Map	Overland Map
Tactical (Turns)	6 MV	—
Cautious (Minutes)	12 MV	—
Exploration (Rounds)	500 MV	$\frac{1}{2} \text{ MV}$
Extended (Hours)	—	3 MV
Morning, Noon or Night	—	24 MV

A character's starting MV is dependent on the archetype chosen for that character. Most characters begin with 4-7 movement points—allowing them to move between four to seven spaces per half-turn action in combat. See page 80 for how half-turn actions work.

Before entering a space, characters must first spend the number of MV required to move there. If a character does not have enough MV to enter the terrain type of the space chosen, they cannot enter that space.

The types of terrain adventurers travel through differs in its difficulty to pass through. FOR EXAMPLE, a flat road is easy to walk through while thick vegetation is much harder to pass through. Different terrain types require various numbers of MV to enter (see the table below). Easy terrain costs 1 MV to enter, moderate terrain costs 2 MV to enter and difficult terrain costs 3 MV to enter.

Terrain Movement Point Cost

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

Each time a character enters a space, the number of MV needed to enter that space should be subtracted from the character's total movement points available. If a character has no more MV to spend, they cannot move until their next time interval (note that stamina points can still be spent to move additional spaces, see page 7 for details).

Rest & Recuperation

After a long day of traveling or dangerous expedition characters will grow weary and tired. **Resting** is an important way for a character to relax and rejuvenate. To be considered resting, a character cannot engage in any strenuous activities (such as combat) or carry, lift or move any objects of a weight equal to the character's strength x 2.

Sleep

In between the rigors of battle, exploration and questing, characters should find time to calm their minds and sleep. Adventurers must sleep for 8 hours each day or suffer 1 exhaustion counter (see page 43 for rules on exhaustion). Characters will suffer an additional exhaustion counter for every 4 hours more of sleep they've been deprived.

If characters are interrupted while sleeping (such as from an ambush by enemies) they must make up for the lost sleep or suffer the same consequences. For every 8 hours a character sleeps they lose 1 exhaustion counter.

Short Rests

Sometimes adventurers need to stop and rest for a while before continuing on their quest, especially after a physically exhausting event or encounter. Characters who stop to catch their breath can do so with a **Short Rest**.

Short rests allow a character to recover lost stamina points. For every hour a character rests, they recover 1 stamina point.

Natural Healing

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

Naturally Healing HP

Level	Per Day	Per Day (While Resting)
0	$\frac{1}{2}$ HP	1 HP
1	1 HP	2 HP
2	2 HP	4 HP
3	3 HP	6 HP
4	4 HP	8 HP
5	5 HP	10 HP

Characters regain a number of lost health points equal to their experience level per day (minimum $\frac{1}{2}$ HP), or twice their level per day if the character rested for an

entire day. It should also be noted that some spells can recover lost health points (see **PART 5: MAGIC** on page 49).

Falling

If a character falls off a ledge, sheer wall, pit or other great distance they risk suffering damage from the impact. A character suffers 1 damage for every space fallen up to a maximum of 50 damage. FOR EXAMPLE, a character falls 10 spaces off a ledge and onto a stone surface. The PC would suffer 10 damage.

Falling does not ignore armor when determining the character's defense for inflicting damage purposes, but it does ignore the character's dexterity trait. FOR EXAMPLE, a character with a dexterity 5 who is wearing armor with a toughness 4 who fell 10 spaces would suffer 6 damage ($10 - 4 = 6$).

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

Crushing Objects

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

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

If the object falls less than 3 spaces before hitting its victim, it deals half damage. Additionally, characters who succeed at a reflex save can reduce the damage suffered by half. FOR EXAMPLE, an object that weighs 10 wt falls 2 spaces and hits a character. Since the object fell less-than 3 spaces, the damage dealt is reduced by half (to 5 damage). The character attempts a reflex save and succeeds, further reducing the damage by half (rounded down) to a total of 2 damage suffered.

Crushing objects do not ignore armor when determining the character's defense for inflicting damage purposes, but it does ignore the character's dexterity trait. FOR EXAMPLE, a character with a dexterity 3 who is wearing armor with a toughness 2 who had an 11 wt stone fall on them would suffer 9 damage ($11 - 2 = 9$).

Fire & Flame

Fire can be both a helpful ally—offering warmth, light and companionship—or a deadly enemy and source of destruction. Characters can use fires to keep warm, cook food or even as a weapon.

Elements of Fire

Once a fire has been started, it will take on the follow-

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ing properties:

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

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

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

DAMAGE – Damage inflicted by a small fire is equal to $10 +/ -$ a standard roll. For every larger-sized fire, add +5 damage. Tiny fires deal $\frac{1}{2}$ the damage of a small fire. FOR EXAMPLE, an enemy NPC is thrown into a small fire. At the end of the turn, the game master makes a standard roll for a result of +1. The GM declares the fire dealt 11 damage to the character. Fires do not ignore armor when determining the character's defense for inflicting damage purposes, but it does ignore the character's dexterity trait. FOR EXAMPLE, a character with a dexterity 7 who is wearing armor with a toughness 3 who fell into a small fire would suffer 7 damage ($10 - 3 = 7$) before the standard roll.

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

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

OXYGEN DEPLETION – Fires are voracious consumers of air. If characters find themselves trapped in an enclosed space with a fire, they will be competing with it for oxygen. A tiny fire consumes 1 volume of air every five minutes ($\frac{1}{2}$ round). Small fires are more aggressive, consuming the same volume of oxygen in 1 minute. A medium fire will consume the same air in 3 turns. A large fire will consume the same amount of oxygen in 1 turn.

Outer-Space Vacuum

An adventurer who is exposed to the vacuum of outer-space or de-pressure immediately receives a dying condition (see page 43), but may continue their turn as normal. A character can remain alive in a vacuum a maximum number of turns equal to their

stamina points. FOR EXAMPLE, a character with 3 stamina points who enters a depressurized compartment receives a dying condition. They may survive in the vacuum for a maximum of 3 turns before becoming deceased. Once a character has left a vacuum and returned to a normal atmosphere, they no longer suffer from the dying condition given to them by the vacuum.

Light & Vision

Illumination

Most dungeons and abandoned space outposts are dark, making it necessary for characters to bring a portable light source with them. When in a dark room, underground or in the blackness of outer-space, a portable light source will provide full illumination to spaces that are within range of the lamp, lantern or torch.

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

- **FULL ILLUMINATION** – Well lit areas similar in brightness to day light or a bright artificial light.
- **PARTIAL ILLUMINATION** – Objects, spaces and characters are barely lit and difficult to see. Spaces that are partially illuminated always have **Partial Cover** (see cover rules on page 84). Characters in partial illumination suffer from the partial blindness condition (see page 43 for more on conditions) unless looking at or targeting spaces with full or no illumination.
- **NO ILLUMINATION** – Objects, spaces and characters are submerged in pitch black darkness and have **Full Cover**. Characters in spaces with no illumination are considered blind unless looking at or targeting spaces with full or partial illumination.

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

Line of Sight

Anything an adventurer can see from their current position is considered within their **Line of Sight (LOS)**. Line of sight is the ability to draw a straight line from a distant target (such as an enemy) to the space an adventurer is currently occupying.

For a character to have LOS to a target or space, the game master must be able to draw an uninterrupted straight line from any corner of the space the character occupies to any corner of the space the target occupies.

If the line of sight touches a corner of a space with an

object that would normally block LOS—but does not enter that space—the target space is within line of sight.

However, if the line passes through any part of a space that is occupied by an object that would block LOS or a character (including the current character), than the target space is not considered within line of sight. Likewise, if the line passes parallel along the edge of a space with an object that would block LOS, than the target space is not considered within line of sight.

If a space is considered within line of sight of a character but only by 1 corner, the target is considered to have **Partial Cover** (read more about cover on page 84). However, if the LOS passes through two or more spaces offering only partial cover, the target is considered to have full cover with no line of sight.

Death

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

If an adventurer dies, the controlling player should begin creating a new character (see page 5 for steps on creating a character). Although rare, some magic may delay or even reverse the effects of death.

Any treasure, items, weapons, etc. of the dead character can be divided amongst the surviving party members in any way they choose. The total number of experience points (page 41) of the dead character should be reduced by 10% (rounded down), then transferred to the player's new character. The new character will begin at whichever level that the number of XP they have allows them to achieve.

At the game master's choice, the player's new character can join the adventuring party immediately or delay the meeting until it is more logical to the story for the separate parties to meet.

Gaining New Levels

Your PC gains extra HP (depending on their archetype) and +1d6 skill points. Your adventurer can use the next tier of spells and psionics that they could normally use.

In total, there are five levels a character can achieve: level I, level II, level III, level IV & level V. However, characters begin their first adventure at level 0.

Each level (other than level 0) has a minimum amount of **Experience Points (XP)** a character must obtain before they can be promoted. A character must collect a number of XP equal to the minimum amount for the level they wish to reach.

Level Advancement

Level Total XP Required

Level	Total XP Required
Level 0	—
Level I	500 XP
Level II	2,000 XP
Level III	4,500 XP
Level IV	8,000 XP
Level V	12,500 XP

After achieving a new level, a character's maximum HP is increased by a number of points as allowed by the archetype chosen. FOR EXAMPLE, a healer who is promoted to a new level would gain 1d6+1 extra health points. The character also gains 1d6 “+1” modifiers for any skills of their choosing. Lastly, any characters with 1 or more points in their magic trait gain access to a new tier of magic equal to their new level. FOR EXAMPLE, a character promoted from 2nd to 3rd level would be able to use 3rd tier spells and psionics (as well as all lower tiers of magic) for which they had the appropriate type of mana or psi.

After 5th level, no additional bonuses or benefits are gained. The game master should refer to the **GAME MASTER'S RULEBOOK** for details on how players earn XP.

Common Character Actions

Swimming

When a character enters deep or swift moving water, and every turn they remain in similar water, he or she must perform a swim skill test to prevent from drowning. For every point of encumbrance (refer to the **INTERMEDIATE RULEBOOK**) an adventurer suffers, they suffer a -1 to their skill test.

If a character succeeds at their swim test, they may continue entering water terrain (at a cost of 3 MV per space, see movement on page 38) or choose to stay afloat.

If the character fails their test, their head slips under the water. For every turn a character is underwater they receive 1 suffocation counter (see page 43) and sink deeper into the watery depths at a rate of 2 spaces per turn.

Every round a character spends swimming, they lose 1 stamina point. If a character has 0 stamina points when swimming they automatically fail every swim test until they can regain at least 1 SP. If using the optional encumbrance rules found in the **INTERMEDIATE RULEBOOK**, characters lose 1 additional stamina point when swimming for every encumbrance

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counter they suffer. If you're not using the encumbrance rules, this part of the rules can be ignored.

Attacking to or from an underwater space is considered in partial cover (see page 84).

Jumping

Often times characters may need to jump over perilous pits or away from danger. To jump, adventurers must perform a jump skill test. Characters may jump horizontally a distance equal to $\frac{1}{2}$ their jump skill test result (rounded down, minimum 1 space). Characters may jump vertically $\frac{1}{2}$ their height, in spaces.

If the jumping character moves in a straight line for a minimum of 4 spaces prior to jumping, they may double the length or height jumped. FOR EXAMPLE, a character with a jump of 5 could jump 2 spaces in distance. If the character moved quickly in a straight line across 4 spaces prior to jumping, they could leap a total distance of 4 spaces, instead.

Listening For Noise

Intrepid characters wishing to know who or what may lay wait nearby may attempt to listen for distant sounds. To listen, adventurers must perform a listen skill test. Characters are considered to be able to hear sounds of "talking volume" up to a maximum number of spaces equal to $5 \times$ their listen skill test. FOR EXAMPLE, a character using their perception 4 to listen could hear an NPC speaking up to 20 spaces away. Individual words can be understood at a distance equal to the listening character's skill test number or less.

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

Searching an Area

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

Throwing Objects

Characters wishing to throw objects a distance (in spaces) must make a throw skill test. The distance the object is thrown is equal to $2 \times$ their throw skill test. FOR EXAMPLE, a character with a throw skill test result of 5 could throw an object 10 spaces. At the GM's discretion, the optional encumbrance rules (in the **INTERMEDIATE RULEBOOK**) apply to the weight of the object, affecting the final distance thrown.

When throwing ranged weapons that are designed to be thrown (such as throwing stars), the range listed for that weapon should be used instead. For combat rules about grabbing and throwing enemy characters to the ground, see page 82.

Digging

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

Characters who employ digging tools such as a spade or shovel can dig volume 1 worth of soil per hour they choose to dig. If a character is without any tools, multiply the time it takes by 3. FOR EXAMPLE, a character without a shovel attempting to dig out a cave-in would take 3 hours to dig 1 volume of soil.

Holding Breath

A character who is forced to hold his or her breath can do so for a number of minutes equal to their stamina points. During this period, the character can perform light activities such as walking, opening a lock, or closing a door. If the character performs any strenuous activities (such as swimming or combat) the time they can hold their breath is reduced to $\frac{1}{2}$ their normal duration.

If the character is still holding their breath after the duration of time has elapsed, they must make a fortitude save each turn. If they are successful, they remain conscious and can continue their turn as normal, but suffer 1 exhaustion counter each turn until they begin breathing again. If they failed, they fall unconscious and receive a dying condition (see page 43).

A normal humanoid character who is at rest will breath volume 1 air in 1 day (24 hours). If the character is engaging in light activities, they will breath volume 1 of air in $\frac{1}{2}$ the time (12 hours). If the character is engaged in strenuous activities, the same amount of air will be consumed in 6 hours. See page 39 for rules concerning fires and the oxygen they deplete.

Hanging

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

A hanging character can hold on to a support for a number of minutes equal to their strength before being forced to let go and fall. Note that the optional encumbrance penalties (in the **INTERMEDIATE RULEBOOK**) effect the number of minutes an adventurer can hold on before letting go. FOR EXAMPLE, a character who suffers 2 encumbrance penalties will also suffer -2 minutes of hanging time.

Characters holding on to a support with only one hand, will fall in $\frac{1}{2}$ the normal time.

Conditions, Effects & Abilities

Below is a list of conditions, effects and abilities used throughout OPEN ADVENTURE. This list should not be thought of as exhaustive—instead treat this list as an example of the types of conditions a GM can provide for his or her own campaign. Some abilities require a cost to be payed before the associated effect can be used. The cost of the effect is denoted to the left of a colon (“:”) followed by the effect (i.e. “★: Entangle”).

Special Symbols

Some conditions, abilities or effects use symbols to represent different aspects of the OPEN ADVENTURE game:

- The “♥” symbol represents health points (see page 7).
- The “⚡” symbol represents stamina points (see page 7).
- The “↻” symbol represents the need to spend a free action to use the associated ability. Once used, the ability cannot be used again until next turn.
- The “★” symbol represents power points (see page 84).
- The “₵”, “₵”, “₵”, “₵”, “₵”, “₵” and “₵” symbols represent varying types of mana or psi points (see page 49).

Conditions List (Alphabetical)

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

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

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

Bleed

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

counter. If failed, suffer -1♥.

Blind / Partial Blind

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

Burn

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

Cold

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

Confuse

Once per turn make a will save: If successful, remove 1 confuse counter. If failed, you suffer -3 to all skill tests until end of turn.

Defenseless

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

Dying

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

Exhaustion

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

Fear

You are forced to flee in fear (away from enemies and other perceived dangers) for $Xd6$ minutes, where X is equal to the number of fear counters you have.

Fly

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

Intoxication

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

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fense until end of round.

Invisibility

You are invisible to other characters. For line of sight purposes you are considered to be in “full cover” as long as you have the invisibility condition. Note characters with “illusion resistance” can see invisible characters.

Lycanthropy

You will become a lycanthrope of the same creature that gave you the lycanthropy disease in 4d6 days. You will begin to show signs of the disease in half that time. Once a lycanthrope, non-human PCs die immediately. If you’re a human, you will become an NPC playable by the GM only.

Paralysis

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

Poisoned

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

Sleep

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

Slow

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

Starve

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

Stun

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

Suffocate

You suffer -5⚡ each turn you are holding your breath, cannot breath normally or for each suffocate counter you have.

Surprise

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

Swelter

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

Unconscious

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

Combat Abilities List (Alphabetical)

Combat abilities only take effect if at least 1 point of damage was dealt to the target unless stated otherwise. If the attack was unsuccessful, no combat abilities can take effect unless stated otherwise.

Acid

Once per turn the defender suffers -2d6♥. A random wood, leather or cloth item (GM’s choice) that has touched the acid is destroyed.

Age

The defender permanently ages 1d6 x 10 years.

Charge

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

Deflect

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

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

Deflect, Counter

The attacker may make a reflex save: If successful, their current attack cannot be deflected.

Delay

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

Deplete

The defender permanently loses $1d6 \times 1,000$ experience points (minimum 0). The defender's experience level may change due to this loss. If the defender's total experience points are less than 0, they die.

Disarm

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

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

Double Damage

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

Entangle

The defender cannot perform any movement-based actions. Once per round the defender may make a reflex save: If successful, they may remove 1 entangle counter.

Extra Attack

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

Hook

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

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

Knockback

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

Knock Out

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

Pierce

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

Reach

The attacker's current attack has a range equal to $1 +$ the number of counters for this ability. Weapons with reach can attack through spaces blocked by allied characters. At the attacker's discretion, attacks with reach may target all spaces between the attacker and its target. The range number for weapons with reach does not increase or decrease like a ranged attack.

Set vs. Charge

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

Skewer

The attacker may choose to skewer the defender by releasing their weapon—letting it remain stuck in their opponent for $2d6$ turns. Each turn the defender is skewered, they suffer 1 bleed counter. The skewered defender may spend a full-turn action removing the weapon from their body but immediately suffers damage equal to twice the weapon's damage number (minimum 1 damage). Damage inflicted this way ignores armor.

Strangle

The defender must make a reflex save: If failed, they suffer 1 entangle counter and 1 suffocate counter.

Sunder

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

Sweep

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

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Example Adventure

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

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

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

GM: "After descending 3 spaces deep, you come to a round landing five spaces wide with two sets of stairs. One of the stairs leads west and the other heads east. Both lead down."

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

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

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

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

GM: "You continue your cautious advance by choosing the east stairs. The party moves down them 3 spaces—then the stairs turn north. Another 3 spaces north and you come to the bottom of the stairs and step into a corridor 2 spaces wide running east and west. What is your marching order?"

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

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

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

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

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

GM (makes note that one minute of in-game time has elapsed): "After walking 3 spaces east you spot a 1 space wide side passage leading north. The westerly breeze blusters stronger than before, causing your torch to flicker violently."

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

Amara: "At least you have dark vision!"

Elscira: "The party explores the side passage."

GM: "OK. After walking 5 spaces through the narrow passage you notice two wooden doors. One door is on the west wall, and the other is on the east wall. The narrow passage continues north."

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

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

Amara: "Do I understand any of the words being spoken? I know dwarf (2), hobgoblin (2) and common (5)."

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

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

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

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

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

Example Adventure (Continued)

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

Lothor: "I rolled a +2. Added to my strength of 6 with 1 skill point for strength, Lothor achieves a force open skill of 9."

GM: "Excellent! Lothor only needed a 5 or higher to open the door—the door swings open wide with a loud crash—revealing 10 goblins inside the room!"

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

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

GM: "The room is a hexagon with six sides. Each wall is 3 spaces long and 4 spaces high. The only door you see is the one you came in through. The room appears unremarkable. Besides the goblin corpses, you notice in the room a wooden chest in the southeast wall, a table in the center of the room and a pile of straw and rags in the northeast corner."

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

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

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

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

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

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

GM: "Immediately after pushing the stone inward, a secret door opens along the east wall of the room. You see a $\frac{1}{2}$ space wide corridor heading northeast 3 spaces and ending at a wooden door."

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

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

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

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

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

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

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

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

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

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

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

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

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

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

(At this point, combat would begin!)

Part V: Magic

Magic is unseen arcane energies. A character can harness these mysterious powers in a formula designed to control the enigmatic incantations. In fantasy campaigns magic is referred to as **Spells** while in science-fiction campaigns magic is referred to as **Psionics**. Though the names are different, the rules governing magics are largely the same between genres.

Spells

In medieval fantasy games there are five main types of spells: black magic, white magic, blue magic, red magic and green magic.

BLACK MAGIC is used to beckon demonic entities to do your bidding. Black magic is evoked through incantations and sacrificial séances to bribe the dark spirits to fight by your side.

WHITE MAGIC is mysticism used to hearken divine souls (angels, gods, etc.) to help you in a time of need. White magic is used through prayers and devotions to ask for divine intervention in the name of your cause.

BLUE MAGIC is sorcery and wizardry that bends reality and creates arcane constructs that can be of usefulness. Blue magic is conjured through casting of spells and rituals to invoke powerful summons to assist you.

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

GREEN MAGIC is nature based spells used by druids, shamans and the like. It taps into the life force of all living plants and animals surrounding the caster. Green magic is used through songs (both vocal and the use of musical instruments) and dance to draw upon all living spirits.

Some rare forms of magic are **Colorless Magic** or even **Multicolored Magic** (made up of two or more colors of magic).

Psionics

In science-fiction based adventure games, some characters can use the paranormal powers of psionics. Psionicists use the power of the mind to perform supernatural abilities such as telekinesis, telepathy and more. Psionic powers can be used by a character tapping into an all prevailing mysterious power known as the "parafuse". The parafuse has two sides to it: the light side and the dark side.

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

DARK PSIONICS look inwardly to one's selfishness,

anger, fear and malevolent nature to achieve great power and dominate anything that stands in its way.

Understanding Magic

When creating a character, if the character's magic primary trait has 1 or more character points allocated to it, that character, known as a **Caster**, can harness magical powers.

Mana/Psi Points

Whenever a character uses magical spells they must expend **Mana Points (MP)** to do so. Likewise characters using psionics must expend **Psi Points (PSI)**. Characters start off with a number of mana or psi points equal to their magic primary trait. FOR EXAMPLE, a character with magic 3 would have up to 3 mana or psi points.

Anytime a character uses one or more MP/PSI, that point is gone and will not replenish again until the casting character has rested for 8 hours. Any unused mana/psi points are saved to the next day, but at no point can a character have more than 10 mana or psi points total.

There are different types of mana and psi available when a player is first creating their character. In fantasy adventures the five types of mana are  **Black Mana**,  **White Mana**,  **Blue Mana**,  **Red Mana** and  **Green Mana**. If a character is using psionics, there are two psi types:  **Light Psi** and  **Dark Psi**.

Players must choose what type or types of mana/psi they want their character to harness when first creating their character. Players must choose as many MP/PSI as their PC's magic trait number. Players may choose any combination of mana or psi types as is appropriate for the style of adventure the game master has designed. FOR EXAMPLE, a character with magic 5 could choose 3 red mana points and 2 black mana points. If the character was using psionics instead, they may choose 2 dark psi points and 3 light psi points.

Spell & Psionic Types

Once a character has determined how many mana/psi points their character receives and of what type; they can begin browsing the spells or psionics available to them. See page 51 for a list of magic. Each spell or psionic type corresponds with the mana or psi type of the same name.

Spells & psionics are divided by type (blue, white, dark, light, etc.) and tier (see page 50).

Some rare forms of magic may not have a "type" associated with it. These are known as  **Colorless Magic**.

Part V: Magic

Magic Tiers & Mana/Psi Cost

Magic Tier	Mana/Psi Cost
Tier 1	1 Mana/Psi
Tier 2	2 Mana/Psi
Tier 3	3 Mana/Psi
Tier 4	4 Mana/Psi
Tier 5	5 Mana/Psi

Colorless magic can be cast by spending mana or psi of any type to use it. Other uncommon forms of magic may require two or more different types of mana/psi to be spent for it to be cast. These types of magic are known as **Multicolored Magic**.

Magic Details

Each spell or psionic has a set of common values describing the capabilities of the magic:

TYPE – “Type” refers to whether the magic is black magic, white magic, blue magic, red magic, green magic, light magic or dark magic. A caster can only cast a spell or psionic of the same type as the mana they have available to them. FOR EXAMPLE, a character with only dark psi point could not use light magic unless he or she somehow received a light psi point to expend.

In order to cast a multicolored spell or psionic, a character must spend the correct number of each type of MP or PSI listed in the magic’s **Cast Cost** (see below).

CAST COST – “Cast Cost” refers to how many—and of what type—of mana or psi points must be spent to cast the spell or psionic. The cost of magic depends on its tier number (see the table above). Tier 1 magic costs 1 MP or PSI. Tier 2 magic costs 2 MP or PSI and so on. In addition to the cast cost of magic, a caster must first “memorize” the spell or psionic prior to using it. See “using magic” for details.

Some magics have extra optional abilities that can be used by paying the listed cost at the time of casting that specific spell or psionic.

RANGE – “Range” is the maximum number of spaces a magic spell or psionic can reach from the caster. FOR EXAMPLE, magic with range 5 could target anything within five spaces of its caster.

A spell can be cast any distance up to its range number. A range of “caster” refers to the magic affecting only the character who cast the magic. Magic with a “caster” range will follow the caster unless stated otherwise. A range of “touch” means the magic will only work on who (or what) the caster touches as they cast the magic.

Magic Tiers & Caster Level

Magic Tier	Minimum Level Required
Tier 1	Level 1
Tier 2	Level 2
Tier 3	Level 3
Tier 4	Level 4
Tier 5	Level 5

For rules purposes magic with a range of “caster” or “touch” have a range of 0 and 1, respectively.

CAST TIME – “Cast time” is the amount of time it takes for a caster to actually use the spell or psi. Cast time will be a number in turns, minutes or rounds (see page 37 for details on time intervals). A spell or psionic is not cast until its full cast time has elapsed.

DURATION – “Duration” is the amount of time the spell will last before its effects end. Duration will be a number in turns, minutes, rounds, hours or even days. Some magic has a duration of “instant” which means it ends as soon as it begins. “Permanent” duration means the effect will last forever (unless disrupted or changed somehow).

Using Magic

Before a character can cast magic, they must meet three requirements for the magic they wish to use:

- Caster can afford the “cast cost” of the magic
- Caster’s level is equal to or greater-than the magic’s tier number
- The specific spell/psionic is “memorized”

CAST COST – See “magic details” for rules concerning cast costs of magic.

MAGIC TIERS – Every magic has a **Tier** number ranging from one through five (1-5). A tier represents the overall power and potency of a spell or psionic. Tier 1 magic can only be used by level 1 or higher characters. Tier 2 magic can only be used by level 2 or higher characters and so on.

MAGIC MEMORIZATION – Before casting magic, casters must choose a number of spells/psionics to memorize equal to or less than their magic primary trait number. A caster can only cast the specific spells or psionics they have memorized. Casters may only memorize magic that they are eligible to cast normally. FOR EXAMPLE, a level 1 character with 3 green mana may choose to memorize the “speak with animals”, “dance of the fireflies” and “longstrider” spells. They would not be capable of memorizing any tier 2 or higher magic, or spells of another type. To memorize different spells/psionics (and forget previ-

ously memorized ones) takes one hour of concentration from the caster. After concentrating, players may choose which of the eligible spells or psionics they wish for their character to have “memorized”, and which have been replaced and “forgotten”.

At the GM’s discretion, spells and psionics may require the character using the power to speak certain words, possess particular magical items and/or use special gestures in order to use the magic. Similarly, because magic requires immense concentration a character can do little else while casting a magic spell or psionic.

FOR EXAMPLE, green magic may require the singing of songs, playing of musical instruments and/or dancing in order to use that spell type. Because of this, if a character’s hands were bound or their mouth gagged, they would be unable to use that magic.

Saving vs Magic

Victims of magic used as attacks may sometimes avoid or lessen the effects of the spell or psionic. Sometimes defenders may attempt to make a save test (see page 9 for information on saves) against the magic that targets them. If successful, the character may avoid or resist the effects of the spell or psionic through physical resistance, fast reflexes or superior mental discipline. Targets of magic may only attempt to save if the spell/psionic specifically allows for the opportunity. If a character succeeds at their save attempt, the spell will deal $\frac{1}{2}$ damage (rounded down), have no effect or a different effect (specified by the magic).

The following section lists all the magic available to players. The list is sorted first by magic type and tier number then in more detail alphabetically. This list should not be considered exhaustive but instead a sample of the types of spells and psionics a game master can make for his or her own campaign.

⌚ Black Magic

Tier 1 Black Magic

COLD LIGHT – ⌚ Creates a small orb of light.

DEATH WARD – ⌚ Creates a ward that reduces will saves of any foes inside the area and inflicts stamina damage.

FEAR – ⌚ Target humanoid flees in fear temporarily.

INFILCT WOUNDS – ⌚ Touch spell that deals damage to an adjacent character.

SENSE UNDEAD – ⌚ Sense the direction to the nearest undead.

Tier 2 Black Magic

CIRCLE OF PROTECTION VS WHITE MAGIC – ⌚ Increase saves vs white magic spells.

DARKNESS – ⌚ Submerge an area into complete darkness.

REANIMATE – ⌚ Reanimates a dead body to serve and fight for the caster.

SICKEN – ⌚ Touch spell that causes disease damage over time.

STINK CLOUD – ⌚ Summons a cloud that causes nausea to anyone who enters.

Tier 3 Black Magic

CHANNEL – ⌚⌚⌚ Caster can speak with undead.

GHOSTLY SOUND – ⌚⌚⌚ Caster can throw their voice at a distance.

INVISIBILITY TO UNDEAD – ⌚⌚⌚ Caster becomes invisible to undead.

RECLAIM ENERGY – ⌚⌚⌚ Unsummon reanimated undead for mana points.

VOICE GRAFT – ⌚⌚⌚ Allows caster to speak through a reanimated dead body.

Tier 4 Black Magic

DARK PACT – ⌚⌚⌚⌚ Convert HP into ⌚.

ENLARGE VERMIN – ⌚⌚⌚⌚ Makes target insect, spider or rodent giant-sized.

POLTERGEIST – ⌚⌚⌚⌚ Force target character to bleed.

SIGHT GRAFT – ⌚⌚⌚⌚ Allows caster to see through the eyes of a reanimated dead body.

SINISTER STRENGTH – ⌚⌚⌚⌚ Provides attack bonus to target character that deals the killing blow to a foe.

Tier 5 Black Magic

CAUSE BLINDNESS/DEAFNESS – ⌚⌚⌚⌚⌚ Target character becomes blind or deaf.

MEND BONES – ⌚⌚⌚⌚⌚ Heals reanimated undead bodies.

SHADOW SIGHT – ⌚⌚⌚⌚⌚ Caster gains darkvision, blindsight and heatvision.

SPECTRAL SWORD – ⌚⌚⌚⌚⌚ Summons a spectral sword temporarily.

VAMPIRIC LIFETAP – ⌚⌚⌚⌚⌚ Transfers health and stamina points from target character to caster.

➊ White Magic

Tier 1 White Magic

BLESS – ➊ Purifies and makes holy food or water.

DIVINE INTERVENTION – ➊ Target character gets a bonus to all saves.

GOD'S LIGHT – ➊ Engulf an area in pure light.

HEAL WOUNDS – ➊ Touch spell that restores health points to an adjacent character.

SMITE – ➊ Deals divine damage to target character.

Tier 2 White Magic

CHARM – ➋ Target character becomes friendly towards caster.

CURE BLINDNESS/DEAFNESS – ➋ Cures a character of blindness or deafness.

MARTYDOM – ➌ Caster suffers damage instead of target character.

REPEL VERMIN – ➌ Insects, spiders and vermin may flee in fear from caster.

SANCTUARY WARD – ➌ Creates an alarm that will signal whenever something enters into it.

Tier 3 White Magic

BENEVOLENCE – ➍ Bonus defense temporarily.

CIRCLE OF PROJECTION VS BLACK MAGIC – ➍ Increase saves vs black magic and inflicts stamina damage to undead.

COMMUNE – ➎ Caster can ask a deity a yes/no question.

CURE PARALYSIS – ➎ Cures a character of paralysis.

INVIGORATE – ➎ Restores stamina points.

Tier 4 White Magic

CURE POISON – ➏ Cures poison.

HASTE – ➏ Bonus actions temporarily.

SCRYING – ➏ Caster can keep a watch on target character temporarily.

WATER WALK – ➏ Caster can walk on water temporarily.

WIND WALL – ➐ Creates a wall of wind that defends against ranged attacks and poisonous gases.

Tier 5 White Magic

DIVINE AURA – ➑ Invulnerability granted

onto a character temporarily.

DIVINE PURPOSE – ➒ Target character can recover health points at the cost of mana points.

HAND OF GOD – ➒ Summons a large floating hand that can attack characters.

RESSURECTION – ➒ Brings a dead character back to life.

SPECTRAL SHIELD – ➒ Summons a spectral shield temporarily.

滴 Blue Magic

Tier 1 Blue Magic

FROST BOLT – ⚡ Caster shoots a bolt of frost fire at target character.

GREASE – ⚡ Caster summons grease for an area making it slippery.

INVOKE FIRE – ⚡ Caster causes objects to erupt in flames.

SENSE SPELLS – ⚡ Caster can detect the direction of magic as well as if an object is magical.

SILENT SPHERE – ⚡ Caster creates an area that is devoid of all sound.

Tier 2 Blue Magic

ANIMATE ROPE – ➌ Caster can magically animate and remotely move around a rope.

HOLD PORTAL – ➌ Holds a door or chest open or closed temporarily.

MAGIC MISSILE – ⚡ Shoot a powerful missile of magic.

SHRINK SIZE – ⚡ Reduces the size of a humanoid character or object to half its normal size.

SUMMON ELEMENTAL – ⚡ Summons an elemental creature to fight for the caster.

Tier 3 Blue Magic

COUNTERSPELL – ⚡ Cancel magic being cast or a spell already in effect. Does not effect psionics.

ENLARGE PERSON – ⚡ Target humanoid character grows to be twice its normal size.

SEE INVISIBLE – ➌ Caster can see invisible humanoids or objects.

SLEEP – ⚡ Characters in an area fall asleep temporarily.

SUMMON FOOD/DRINK – ➌ Caster summons food and drink suitable for eating.

Tier 4 Blue Magic

FLOATING DISC –  Summon a floating disc that can be used to ride or transport items.

FORK MAGIC –  Magic being cast is copied and a new target for the spells copy is chosen.

POLYMORPH OTHER –  Turns target character into a harmless animal.

RESTRAINING WARD –  Creates a ward that slows anyone who nears it.

TRANSMUTE WATER –  Change ice to water or water to ice.

Tier 5 Blue Magic

ASTRAL ARROW –  Summons an astral bow and arrow temporarily.

CHAIN LIGHTNING –  Deals shock damage to target character and nearby characters.

PERMANENCE –  Can make almost any spell permanent.

TELEPORT SELF –  Caster can teleport themselves to a distant location.

TONGUES –  Caster can speak any language temporarily.

Red Magic

Tier 1 Red Magic

AFTER IMAGE –  Caster teleports from place to place so quickly they leave behind mirage illusions of themselves.

BLANKOUT –  Caster suddenly disappears and can re-appear a short distance away.

EXPEDITIOUS RETREAT –  Caster doubles their normal movement temporarily.

KI BEAM –  Caster shoots a ki blast attack.

ZEN –  Caster regains stamina points over time without resting.

Tier 2 Red Magic

BEAM BARRAGE –  Caster shoots multiple chi beam attacks.

KAIOKEN –  Caster spends stamina points to gain power points.

MULTIPLY SELF –  Caster creates copies of themselves that can fight temporarily.

SOUL BREAKER –  Caster sacrifices themselves to cause permanent experience level damage.

TRANSFER VITALITY –  Caster transfers HP or SP to another character.

Tier 3 Red Magic

CLOUD WALK –  Caster can levitate or walk on lightweight surfaces as if they weighed nothing.

KI DISC –  Caster summons a disc that can be thrown which cuts through almost anything.

KI SHIELD –  Caster temporarily suffers ½ damage from magic effects, or one-quarter damage if they successfully save vs magic.

SHAPE METAL –  Caster can bend metal as if it were clay.

STRIKE BARRAGE –  Caster gains extra unarmed attacks.

Tier 4 Red Magic

CHAIN BARRAGE –  Caster makes a series of sudden attacks, with each one getting stronger.

CHI BLAST –  Caster explodes in energy, causing massive damage to nearby characters.

KI KNOCKOUT –  Caster can knock out multiple characters within an area.

RIFT –  Caster causes characters within an area to teleport to another dimension, temporarily.

WATER BREATHING –  Caster can breath underwater temporarily.

Tier 5 Red Magic

DEATH TOUCH –  Caster performs a touch attack that may instantly kill a character.

FINAL FORM –  Caster transforms into a powerful monstrous creature.

MULTI-SPECTRAL STRIKE –  Two casters concentrate their magic together to inflict one massive attack.

SEISM –  Caster causes an earthquake that inflicts damage to characters within the affected areas.

SPIRITUAL RECOVERY –  Speeds up mana recovery for the caster, temporarily.

Green Magic

Tier 1 Green Magic

DANCE OF THE FIREFLIES –  Summons illuminating fireflies that the caster can control.

LONGSTRIDER –  Movement speed is increased for caster over a long period of time.

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PANIC ANIMAL – Caster can instill fear into a nearby animal.

SENSE ANIMAL – Caster can sense the direction to the nearest animal.

SPEAK WITH ANIMALS – Caster can speak with animals.

Tier 2 Green Magic

ANIMAL FRIENDSHIP – Caster makes an animal their friend.

CONTROL WEATHER – Caster controls local weather temporarily.

ENDURE ELEMENTS – Caster gains a bonus to save vs hot and cold.

OWL'S WISDOM – Bonus to all skills.

PLANT GROWTH – Summons a plant wall.

Tier 3 Green Magic

QUICKENING – Bonus actions for an animal pet.

REJUVENATION – Heals a pet animal.

SPIDER CLIMB – Target character gains a bonus to their climb ability.

WARP WOOD – Caster can bend nearby wood and break wooden weapons.

WHIRLING WIND – Summons a small tornado, temporarily.

Tier 4 Green Magic

INVISIBILITY – Caster becomes invisible in wilderness terrain or to animals.

SPIRIT OF THE SCORPION – Enchanted weapon inflicts poison damage, temporarily.

SUMMON SWARM – Summons a swarm of insects, spiders, birds or vermin.

TELEPORT OTHER – Teleport target character (other than caster) to a distant location.

THORN WARD – Ward that deals damage to anyone who moves near it.

Tier 5 Green Magic

ASTRAL MOUNT – Summons an astral mount that will fight for and transport the caster.

ENLARGE ANIMAL – Makes an animal pet grow twice its normal size.

GAEA'S ESSENCE – Nature attack that inflicts massive damage.

POLYMORPH SELF – Caster turns into an animal or object of their choice.

TRANSMUTE ROCK – Turns rock into mud or mud into rock.

O Light Psionics

Tier 1 Light Psionics

CONCENTRATION – Bonus to will saves and next ability test.

MAGNIFY SENSES – Caster gains bonus to perception temporarily.

REDUCE INJURY – Caster ignores some damage received.

Tier 2 Light Psionics

ANTI PSI – Cancels a psionic being cast or makes an area immune to psionics.

ASPECT – Caster receives bonus to charisma temporarily.

REMAIN CONSCIOUS – A condition targeting the caster is canceled.

Tier 3 Light Psionics

CLAIRSENTIENCE – Caster can sense the direction and distance to the nearest life-form and determine information about the living creatures.

FORM CONSTRUCT – Caster creates and controls a constructed monster made from floating debris and refuse.

POSTCOGNITION – Caster can "see" into the past regarding a person, place or thing.

Tier 4 Light Psionics

ACCELERATED HEALING – Caster's natural healing process is sped-up.

CLAIRVOYANCE – Caster can "see" far away places.

SEND TELEPATHY – Caster can send messages remotely to other characters.

Tier 5 Light Psionics

MEDIUM – Caster can telepathically communicate with ghosts.

● Dark Psionics

Tier 1 Dark Psionics

CONTROL PAIN – ● Bonus to maximum stamina and slows poison effects.

CRYO/PYROKINESIS – ● Caster inflicts frost or fire damage.

MIND ILLUSION – ● Caster changes perception, alters memories or misleads target character.

Tier 2 Dark Psionics

COMBAT SENSE – ●● Caster gains dodge temporarily (in addition to any other actions).

MIND OVER MATTER – ●● Caster causes earthquake damage

SENSE OBJECT – ●● Caster determines direction or distance to known object or type of objects.

Tier 3 Dark Psionics

SENSE PSIONICS – ●●● Caster can sense if psionics are being used in an area, as well as information about the powers used.

STOP HEART – ●●● Direct psionic damage to target character's heart.

SURGE PSI – ●●● Caster gains a bonus to manipulating electronics & machines and can harness electricity to fire lightning bolts.

Tier 4 Dark Psionics

ASTRAL PROJECTION – ●●●● Caster creates a psionic ghost image of themselves which can move around and manipulate objects.

PSIONIC VAMPIRISM – ●●●● Caster transfers damage sustained to themselves to another character.

RECEIVE TELEPATHY – ●●●● Caster can read minds of others and sift through memories.

Tier 5 Dark Psionics

MIND SWAP – ●●●●● Caster switches minds with target character.

○● Multicolored Psionics

ABSORB ENERGY – ○● Bonus to saves vs heat, cold and radiation. Bonus defense vs energy-based attacks.

EMPTY MIND – ○●● Caster gains temporary immunity from psionics and regains psi points over time.

HIBERNATE SELF – ○●●● Caster enters into hibernation and can survive with no air, water or rations for an extended period of time. Caster feigns death.

○ Colorless Psionics

DEFLECT PSI – ○●● The target of a psionic is changed to a new target of caster's choosing.

PRECOGNITION – ○●●● Caster can sense into the future.

TELEKINESIS – ○● Caster levitates or move objects with their mind.

Magic List (Alphabetical)

Below is a list of all the magic spells & psionics in OPEN ADVENTURE-listed alphabetically.

Absorb Energy

CAST COST: ○● – Tier 2

RANGE: Caster

CAST TIME: 1 full-turn action

DURATION: 5 turns

The caster forms a protective glowing aura around their body that helps repel harmful energies.

Caster gains 1d6 points to all saves against temperature and radiation-based effects or conditions. Caster gains +1 defense against energy-based attacks or weapons that use fuel/energy.

Accelerated Healing

CAST COST: ○○○○ – Tier 4

RANGE: Caster

CAST TIME: 2 minutes

DURATION: 1 hour

The caster's metabolism speeds up, and their body begins to boost its natural healing process. Caster heals 2d6 HP every round, until end of spell.

After Image

CAST COST: ♡ – Tier 1

RANGE: Caster

CAST TIME: 1 full-turn action

DURATION: 4 turns

Caster simultaneously teleports to an empty space

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within an area 5 region of their current location and creates 1d6-2 decoys identical to the caster, until end of spell.

The after image decoys must be placed in empty spaces within an area 5 region of the caster's space before teleporting. The decoys cannot perform any actions (move, attack, etc) but look identical to the caster. If a decoy suffers 1 or more damage, that decoy immediately disappears.

Animal Friendship

CAST COST:  – Tier 2

RANGE: 25 spaces

CAST TIME: 3 minutes

DURATION: Permanent (see below)

Target animal makes a will save: If failed, it believes the caster is a trusted friend and will obey and fight for them until end of spell. The animal will not harm itself or anyone it trusts.

Once a day, the affected animal makes a will save: if successful, animal friendship ends.

Animate Rope

CAST COST:  – Tier 2

RANGE: 25 spaces

CAST TIME: 4 minutes

DURATION: 15 rounds

Target rope or cable can move and take shape as if it were a living creature. Targeted rope or cable obeys all of the caster's commands that are within its power.

If attacking, the rope should be treated as a normal whip with the entangle ability.

Antipsi

CAST COST:  – Tier 2

RANGE: 4 spaces

CAST TIME: 1 half-turn action

DURATION: 2 turns

The caster creates a focused counter psionic energy that instantly dispells other psionic powers. Target character cannot cast any psionics until end of psionic.

O: Characters who are within target area 5 region cannot cast psionics (including caster), until end of psionic.

Aspect

CAST COST:  – Tier 2

RANGE: Caster

CAST TIME: 3 minutes

DURATION: 5 rounds

A warm, alluring persona envelops the caster. Caster gains +1d6 charisma until end of psionic.

Astral Arrow

CAST COST:  – Tier 5

RANGE: Touch

CAST TIME: 5 minutes

DURATION: 4 rounds

Caster summons ten magical arrows that have all the properties of normal arrows except they can be fired at a target outside the wielder's line of sight, they have +2 range and have the "pierce 2", "poison" and "paralysis" abilities (see page 43), until end of spell.

Astral Mount

CAST COST:  – Tier 5

RANGE: Touch

CAST TIME: 3 minutes

DURATION: 4 hours

Caster summons a magical animal, monster or other non-humanoid living creature of the caster's choosing, until end of spell. The magical creature is the same level or less as the caster and is considered a normal version of its type, except it is three times larger in size and all of its primary and secondary traits are three times larger.

The summoned creature obeys every command given to it by the caster, within its power.

Astral Projection

CAST COST:  – Tier 4

RANGE: 100 spaces

CAST TIME: 4 minutes

DURATION: 5 rounds

Caster summons a psionic ghost image of him or herself, until end of spell. For rules purposes, consider astral projection as a copy of the caster (but not of his or her items or equipment) with two exceptions: As-

stral projection may move through solid objects (such as walls or doors), and if astral projection were to take 1 or more points of damage, astral projection ends immediately.

Astral projection cannot move outside of the psionics range relative to the caster.

Beam Barrage

CAST COST:  - Tier 2
RANGE: 4 spaces
CAST TIME: 1 half-turn action
DURATION: Instant

Caster fires $1d6+1$ chi energy beams at one or more target characters, each dealing $1d6-2$ damage. Targeted characters may make a reflex save: If successful, they suffer $\frac{1}{2}$ damage, instead.

Benevolence

CAST COST:  - Tier 3
RANGE: 6 spaces
CAST TIME: 1 full-turn action
DURATION: 3 turns

The caster forms a divine barrier around a character. Target character gains $1d6$ additional defense until end of spell.

Blankout

CAST COST:  - Tier 1
RANGE: Caster
CAST TIME: 1 half-turn action
DURATION: See below

Caster disappears for up to a number of turns equal to the caster's magic trait number. When the caster reappears, they re-appear in the same space they last occupied. If the space they last occupied is not empty, they must re-appear in a space that is closest to the space they disappeared from (equidistant spaces may be chosen by the caster's player).

: Caster may re-appear in an empty space up to 5 spaces away from the space they disappeared from, instead (this effect is cumulative for each mana spent this way).

Bless

CAST COST:  - Tier 1
RANGE: Touch
CAST TIME: 3 minutes
DURATION: Permanent

Target touched water or food becomes blessed and purified of most common ailments and parasites.

Cause Blindness/Deafness

CAST COST:  - Tier 5
RANGE: 10 spaces
CAST TIME: 1 half-turn action
DURATION: Permanent

Target character suffers a blind counter or becomes deaf (caster's choice). This effect cannot be cured by natural healing methods, but can be dispelled with cure blindness/deafness or counterspell.

Chain Barrage

CAST COST:  - Tier 4
RANGE: Caster
CAST TIME: 1 full-turn action
DURATION: Instant

The caster focuses their chi as they perform a series of sudden attacks. Immediately after caster makes an attack that receives 1 or more \star , they may make a free attack, identical to the one just performed with a +1 attack gained. This effect is cumulative and may be performed multiple times until an attack from the caster receives no \star .

Chain Lightning

CAST COST:  - Tier 5
RANGE: 10 spaces
CAST TIME: 1 half-turn action
DURATION: Instant

Target character suffers $1d6-1$ shock damage. Any characters within an area 5 region of the targeted character must make a reflex save: If failed, a new copy of chain lightning targets that character (within the same affected area).

Repeat this process until no valid targets remain. Each character may only be targeted by chain lightning

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once per turn. For rules purposes, all damage from chain lightning is considered to be dealt simultaneously.

Channel

CAST COST:  – Tier 3
RANGE: 25 spaces
CAST TIME: 3 minutes
DURATION: 20 rounds

Caster may speak to the spirit of an undead character through the targeted character's body. The caster may ask questions or make statements but in order for the undead character to speak back it must be able to talk normally (with a working voice).

Because the caster is talking with the spirit of the character, damage to the head or brain of the undead PC/NPC does not effect its ability to understand the conversation.

Charm

CAST COST:  – Tier 2
RANGE: 25 spaces
CAST TIME: 2 minutes
DURATION: Permanent (see below)

Target humanoid makes a will save: If failed, they believe the caster is a trusted friend. The charmed character will obey and fight for the caster until end of spell. The targeted character will not harm them self or anyone they trust.

Once a day, the charmed character makes a will save: if successful, charm ends.

Chi Blast

CAST COST:  – Tier 4
RANGE: Caster
CAST TIME: 1 full-turn action
DURATION: Instant

Caster causes a large chi-based energy explosion that inflicts 1d6+1 damage to all characters within an area 10 region surrounding the caster (the caster is immune to chi blast). Affected characters may make a fortitude save: If successful, they suffer $\frac{1}{2}$ damage, instead.

Circle of Protection vs. Black Magic

CAST COST:  – Tier 3
RANGE: Touch
CAST TIME: 1 half-turn action
DURATION: 3 turns

The caster summons a magical circle of protection against evil spirits. Characters within a volume 5 region gain +1 fortitude, +1 reflex and +1 will vs black magic effects.

Circle of Protection vs. White Magic

CAST COST:  – Tier 2
RANGE: Touch
CAST TIME: 3 half-turn actions
DURATION: 3 turns

The caster summons a magical circle of protection against good-aligned spirits. Characters within a volume 3 region gain +1 fortitude, +1 reflex and +1 will vs white magic effects.

Clairsentience

CAST COST:  – Tier 3
RANGE: 100 spaces
CAST TIME: 5 minutes
DURATION: 10 rounds

Caster can sense all living creatures within an area 10 region, the directions & distances of the living creatures from the caster and the number of living characters within the area. This psionic does not work on undead.

O: Caster suddenly knows the character's creature type and the number of health and stamina points the target has remaining.

Clairvoyance

CAST COST:  – Tier 4
RANGE: 25 spaces
CAST TIME: 1 minute
DURATION: 10 rounds

Caster can see all things from the perspective of a space chosen within range of clairvoyance (as if the character was standing at that location). Any feats or special abilities the caster has which affect their vision

do not apply to clairvoyance. Caster can move the perspective of clairvoyance at the current speed of the caster as if clairvoyance had the fly condition (see page 43).

Clairvoyance lasts as long as the caster chooses, but the caster must concentrate (and is unable to perform any other actions) while using clairvoyance. If the caster's concentration is broken, clairvoyance ends.

Cloud Walk

CAST COST:  – Tier 3

RANGE: Caster

CAST TIME: 1 full-turn action

DURATION: 3 minutes

Caster can walk on lightweight and fragile surfaces (paper floors, clouds, bamboo branches, etc.) as if they weighed nothing, until end of spell. The caster still weighs their normal amount for all other purposes other than walking. The caster is still subject to encumbrance rules (see the **INTERMEDIATE RULE-BOOK**).

 Caster gains the fly condition until end of spell.

Cold Light

CAST COST:  – Tier 1

RANGE: Touch

CAST TIME: 3 minutes

DURATION: Permanent

Caster creates a torch-sized cold-looking blue light attached to whichever object they touch when casting cold light. The light will stay attached and move with the object.

Cold light illuminates an area 5 region the same as a torch. Cold light does not emit any heat or coldness.

Combat Sense

CAST COST:  – Tier 2

RANGE: Caster

CAST TIME: 1 half-turn action

DURATION: 1 minute

The caster's mind becomes hyper vigilant to the events unfolding around themselves. Caster may use the dodge action as a free action until end of psionic, even if the caster moves or performs other actions during this time.

Commune

CAST COST:  – Tier 3

RANGE: Caster

CAST TIME: Instant (free action)

DURATION: Instant

Caster prays to a deity of their choice then may ask that god one question that can be answered with a "yes" or "no" response. Depending on the alignment of the deity and the relationship the caster has with the god; it may or may not answer truthfully.

Concentration

CAST COST:  – Tier 1

RANGE: Caster

CAST TIME: 3 minutes

DURATION: 3 rounds

The caster focuses their mind and is able to concentrate entirely on whatever task they're currently performing; free of distractions. Caster gains +2 will and +2 to their next skill test, until end of spell (whichever comes first).

Control Pain

CAST COST:  – Tier 1

RANGE: Caster

CAST TIME: 4 minutes

DURATION: 5 rounds

The caster is able to temporary subdue any pain or certain ailments affecting their body. Caster temporarily gains 1d6 additional  (this effect may increase the caster's stamina points beyond their normal maximum) and any poison conditions the caster has do not take effect until end of psionic.

Control Weather

CAST COST:  – Tier 2

RANGE: Caster (see below)

CAST TIME: 4 minutes

DURATION: 15 rounds

Caster may change the current weather, until end of spell, within an area 100' region surrounding the caster.

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The caster may change the weather by a number of selections up or down from the current weather on the list below equal to the caster's level:

- Hot / Humid
- Sunny / Warm
- Partially Cloudy / Clouds
- Moderate / Overcast
- Wind
- Rain / Hail
- Storm / Lightning
- Blizzard / Snow

FOR EXAMPLE, a level 2 caster could change rainy weather to moderate, wind, storm or blizzard.

Counterspell

CAST COST:  – Tier 3

RANGE: 5 spaces

CAST TIME: Instant

DURATION: Instant

Cancel target spell being cast or currently in-effect. Counterspell has no effect on psionics.

♦: Area 5 region is immune to all spells, until end of counterspell. Any spells effected this way are not canceled, but rather have no effect within the targeted area until counterspell ends.

Cryo/Pyrokinesis

CAST COST:  – Tier 1

RANGE: 3 spaces

CAST TIME: 1 full-turn action

DURATION: Instant

Caster submerges an area with intense heat or cold. The caster inflicts 1d6 cold or heat damage (caster's choice) to an area 4 region. Victims of cryo/pyrokinesis may make a fortitude save: If successful, that character suffers $\frac{1}{2}$ damage, instead.

Cure Blindness/Deafness

CAST COST:  – Tier 2

RANGE: Touch

CAST TIME: Instant (free action)

DURATION: Permanent

Target character removes 1 blind counter or is cured of deafness (caster's choice). This effect does not allow a character with no eyes to see, nor a character with no ears to hear.

Cure Paralysis

CAST COST:  – Tier 3

RANGE: Touch

CAST TIME: Instant (free action)

DURATION: Permanent

The caster heals a character of being paralyzed. Target touched character removes all paralysis conditions that effect them and is immune to paralysis for 1d6 days.

Cure Poison

CAST COST:  – Tier 4

RANGE: Touch

CAST TIME: Instant (free action)

DURATION: Instant

The caster heals characters of being poisoned. Characters within an area 5 region remove all poison counters and are cured of all poison-based effects.

Dance of the Fireflies

CAST COST:  – Tier 1

RANGE: 2 spaces

CAST TIME: 3 half-turn actions

DURATION: 1 minute, 1 turn

1d6 fireflies are summoned within range of the caster, until end of spell. Each firefly may use the fly condition for free, has a movement of 3, defense of 5 and will move to any empty space of the caster's choosing. The light emitted from each firefly illuminates an area the same as that of a torch.

Any attacks targeting a firefly that deal 1 or more damage automatically destroys the firefly.

Dark Pact

CAST COST:  – Tier 4

RANGE: Caster

CAST TIME: Instant

DURATION: Permanent (see below)

The caster focuses their dark energies to commune with evil spirits, making a promise to the spirits to exchange their life force for occult powers. Caster suffers -3 \heartsuit : Caster gains +1 \mathbb{C} . This effect may be used multiple times until end of turn. At the end of the caster's turn, dark pact ends.

Darkness

CAST COST:  – Tier 2

RANGE: Caster

CAST TIME: 1 full-turn action

DURATION: 1 minute

A volume 10 region is submerged in complete darkness (no illumination), until end of spell. Lights such as torches or lanterns have no effect illuminating an area affected by darkness.

Darkness that occupies the same location as the god's light spell cancels out both spells effects for the spaces affected.

Death Touch

CAST COST:  – Tier 5

RANGE: Touch

CAST TIME: Instant (free action)

DURATION: Permanent (see below)

The caster performs a secretive martial touch that disrupts the ki energy of another character. Target touched character with an experience level equal to or less than the caster's level suffers from the dying condition for 2d6 turns.

Death Ward

CAST COST:  – Tier 1

RANGE: Caster

CAST TIME: 2 full-turn actions

DURATION: 2 turns

Caster summons a magical ward that takes form in the same space as the caster. Once summoned, the

ward cannot be moved or interacted with, but can be affected by other magic.

Death ward reduces the will of any enemies of the caster within the area 5 region surrounding death ward by 1d6-2 points, until end of spell. Each turn an enemy of the caster is within the affected area of death ward, they must make a fortitude save: If failed, they lose 1d6-1 stamina points.

Deflect Psi

CAST COST:  – Tier 3

RANGE: 3 spaces

CAST TIME: Instant

DURATION: Permanent

Caster may change the target of target psionic being cast within range of the caster. The new target must be a valid target within an area 4 region surrounding the caster. If a new valid target cannot be chosen, deflect psi has no effect.

Divine Aura

CAST COST:  – Tier 5

RANGE: 6 spaces

CAST TIME: 1 half-turn action

DURATION: 2 minutes

A beam of holy light is cast down upon a character, temporarily protecting them from the evils of the world. Any time target character would suffer damage from an attack, that character makes a will save: If successful, they suffer no damage, instead.

Divine Intervention

CAST COST:  – Tier 1

RANGE: Caster

CAST TIME: 1 full-turn action

DURATION: 7 turns

The caster prays for guidance and protection from a deity of their choice. Caster gains +2 fortitude, reflex or will (caster's choice) until end of spell.

Divine Purpose

CAST COST:  – Tier 5

RANGE: 15 spaces

CAST TIME: Instant (free action)

DURATION: Permanent

The glory of a deity of the caster's choice fills a character with rapture, giving them the life force needed to continue their crusade.

Target character heals +1♥.

●: Target character heals an additional +1♥. This effect may be used multiple times until end of turn.

Empty Mind

CAST COST:  – Tier 3

RANGE: Caster

CAST TIME: 5 minutes

DURATION: 6 hours

The caster clears their own mind of distracting thoughts, allowing themselves to become temporarily immune to weak psionics.

Caster is immune to psionics of tiers less than that of empty mind, until end of psionic. Caster regains 1 mana/psi of their choice every hour until end of spell.

Endure Elements

CAST COST:  – Tier 2

RANGE: Caster

CAST TIME: 3 minutes

DURATION: 7 rounds

The caster communes with nature, allowing them to temporarily endure harsh environmental conditions.

Caster gains 1d6 fortitude, reflex and will vs cold & heat conditions, effects and abilities.

Enlarge Animal

CAST COST:  – Tier 5

RANGE: 5 spaces

CAST TIME: 1 half-turn action

DURATION: 7 turns

Target animal grows to twice its normal size and its primary and secondary traits double, until end of spell.

: Targeted animal grows to three times its size and its primary and secondary traits triple, instead.

: Targeted animal grows to four times its size and its primary and secondary traits quadruple, instead.

Enlarge Person

CAST COST:  – Tier 3

RANGE: 1 space

CAST TIME: 1 full-turn action

DURATION: 2 turns

Target humanoid character grows to twice the size as their normal size and their primary and secondary traits double, until end of spell.

: Targeted character grows three times larger than their normal size and their primary and secondary traits triple, instead.

: Targeted character grows four times larger than their normal size and their primary and secondary traits quadruple, instead.

Enlarge Vermin

CAST COST:  – Tier 4

RANGE: Touch

CAST TIME: 1 full-turn action

DURATION: 3 turns

Target spider, insect or rodent grows to a medium size and its primary and secondary traits double, until end of spell.

: Targeted vermin grows to a large size and their primary and secondary traits triple, instead.

: Targeted vermin grows to a giant size and their primary and secondary traits quadruple, instead.

Expeditious Retreat

CAST COST:  – Tier 1

RANGE: Caster

CAST TIME: 1 full-turn action

DURATION: 5 turns

The caster becomes supernaturally swift and fleet of foot.

Caster gains 1d6 additional MV when moving, at the start of each of their turns, until end of spell.

Fear

CAST COST: ⚖ – Tier 1
 RANGE: 2 spaces
 CAST TIME: 2 full-turn actions
 DURATION: Instant

Target humanoid characters within an area 4 region must make a morale test or will save: If failed, the failing humanoid suffers 1d6 fear counters.

Final Form

CAST COST: ♡♦♣♦ – Tier 5
 RANGE: Caster
 CAST TIME: 1 half-turn action
 DURATION: 9 turns

Caster turns into a monstrous version of themselves, until end of spell. The caster multiplies all of their primary and secondary trait numbers by 2 and gains 3 new feats of their choice, until end of spell.

Final form cannot be targeted by the permanence spell.

Floating Disc

CAST COST: ♦♦♦ – Tier 4
 RANGE: Touch
 CAST TIME: 2 minute
 DURATION: 5 hours

Caster summons a circular disc of energy which is area 1 in size and resembles the shape of a flat, shallow bowl, until end of spell. Floating disc is summoned at the same height as the caster's waist--and will remain at that relative height from the ground.

If the caster moves more than 1 space away from floating disc, the disc will follow the caster at the same speed as the caster; or naturally return to the caster. If the caster moves more than 5 spaces away from floating disc, the disc will disappear.

Floating disc can carry up to 100 x caster's level (minimum 50) in weight.

Fork Magic

CAST COST: ♦♦♦ – Tier 4
 RANGE: 10 spaces
 CAST TIME: Instant (free action)
 DURATION: Instant

Target spell being cast or currently in effect within fork magic's range is copied and cast by the caster. A new target for the copied spell must be chosen (caster's choice).

Form Construct

CAST COST: 000 – Tier 3
 RANGE: 10 spaces
 CAST TIME: 2 full-turn actions
 DURATION: 2 minutes

Caster can use loose objects, debris and miscellaneous items to telekinetically construct and control a monster, until end of spell.

Form construct creates a medium/average monster with 15 ❤, 14 attack, 12 defense and 6 MV. The construct monster does not have any intelligence nor can it speak or hear and all of the construct's primary and other secondary traits are 0. The constructed monster obeys every command given by the caster.

Frost Bolt

CAST COST: ♦ – Tier 1
 RANGE: 3 spaces
 CAST TIME: 1 full-turn action
 DURATION: Instant

Caster projects a freezing bolt of ice and frost onto target character, dealing 1d6+1 frost damage.

Gaea's Essence

CAST COST: ♡♦♣♦ – Tier 5
 RANGE: 2 spaces
 CAST TIME: Instant (free action)
 DURATION: Instant

Caster channels the surrounding life force from nature into a large ball of energy that can inflict 3d6 damage to target character. Targeted character must make a fortitude, reflex and will save: If successful for all three, they suffer $\frac{1}{2}$ damage, instead.

Ghostly Sound

CAST COST: CCC – Tier 3

RANGE: 16 spaces

CAST TIME: 1 minute

DURATION: 2 rounds

Caster can talk in such a way that their voice sounds like it's emitting from a different location. The caster may choose a space they wish for their voice to be thrown to up to the range of ghostly sound. The caster does not need to have line of sight to the space chosen for ghostly sound.

God's Light

CAST COST: ☽ – Tier 1

RANGE: Touch

CAST TIME: 3 minutes

DURATION: 10 rounds

A volume 1 region is illuminated in pure light. The light may be attached to an object of the caster's choice. God's light will stay attached to and move with the object, until end of spell. God's light illuminates an area of the same size as a small fire (area 10).

If the god's light and darkness spell occupy the same spaces simultaneously, each spell's effect is canceled for the spaces affected.

Grease

CAST COST: ♀ – Tier 1

RANGE: 3 spaces

CAST TIME: 1 full-turn action

DURATION: Permanent

Caster summons slippery grease that covers an area 4 region. For every space any character enters with grease, they must make a reflex save: If failed, they fall prone; and must succeed at another reflex save to stand up.

Hand of God

CAST COST: ○○○○○ – Tier 5

RANGE: 10 spaces

CAST TIME: 1 half-turn action

DURATION: 2 minutes

A magical floating hand is summoned by the caster.

Hand of god can float around and perform the same gestures as the caster's hand. Hand of god can change size to be as small as the caster's hand or as large as a tower shield. For rules purposes, the hand has all the same primary and secondary traits (including health points, movement, etc.) as that of the caster—except the hand has an intelligence and charisma of 0 and automatically fails will saves.

Hand of god can carry a maximum weight of 10 x caster's magic trait number. When attacking, hand of god has the constrict feat.

Haste

CAST COST: ○○○○ – Tier 4

RANGE: Caster

CAST TIME: Instant (free action)

DURATION: 2 minutes

Target character may perform 2 additional half-turn actions or 1 additional full-turn action as if the action(s) were free actions, until end of spell or until the actions have been attempted (whichever comes first). For rules purposes, these actions should be treated and considered as normal actions.

Heal Wounds

CAST COST: ☽ – Tier 1

RANGE: Touch

CAST TIME: 1 half-turn action

DURATION: Permanent

Target touched humanoid character heals 1d6+2 ❤.

Hibernate Self

CAST COST: ○○○● – Tier 4

RANGE: Caster

CAST TIME: 1 minute

DURATION: Permanent (see below)

Caster enters into a hibernation; requiring no air, food or drink to survive. Caster suffers an unconscious counter for as long as hibernate self is in effect.

Caster has the outward appearance of being dead. Characters attempting to determine whether the caster is alive or dead must perform a sense deception skill test vs the caster's fortitude trait, to make a correct assessment.

Hibernate self remains in effect until the caster chooses to end the psionic.

Hold Portal

CAST COST:  – Tier 2

RANGE: 16 spaces

CAST TIME: 3 minutes

DURATION: 1 hour

Target door, gate, portcullis, portal, etc. is magically held open or sealed closed (caster's choice) until end of spell. Hold portal will not open a locked or stuck door or passageway nor close an already open gate or portal—but rather keep the door, portal, etc. from changing from its current position.

The door, gate or portal must be an inanimate object.

Inflict Wounds

CAST COST:  – Tier 1

RANGE: 2 spaces

CAST TIME: 1 full-turn action

DURATION: 3 turns

Target character suffers 1d6 damage each turn, until end of spell. The targeted character may make a fortitude save at the start of each of their turns: If successful, they suffer $\frac{1}{2}$ damage from inflict wounds this turn, instead.

Invigorate

CAST COST:  – Tier 3

RANGE: Touch

CAST TIME: Instant (free action)

DURATION: Permanent

The caster recharges a character by restoring their endurance and energy. Target touched character regains $2d6+1\Delta$.

Invisibility

CAST COST:  – Tier 4

RANGE: Caster

CAST TIME: Instant (free action)

DURATION: 2 minutes

When the caster memorizes invisibility, they must choose one of the following terrains types:

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

Once chosen, this environment type cannot be changed unless invisibility is memorized again.

Caster becomes invisible to animals (including insects), until end of spell. If the caster is inside the terrain type they chose when memorizing invisibility, they become invisible to all characters, until end of spell.

Invisibility to Undead

CAST COST:  – Tier 3

RANGE: Caster

CAST TIME: 1 half-turn action

DURATION: 2 minutes

Caster becomes invisible to undead characters, until end of spell. Undead characters with heat vision can still see the outline of the caster, and any noises or smells made by the caster are sensed normally. Clothing and inanimate equipment the caster may be wearing or holding are also invisible to undead.

Invoke Fire

CAST COST:  – Tier 1

RANGE: 4 spaces

CAST TIME: 1 full-turn action

DURATION: 2 turns

Caster causes target object or character to erupt in flames, until end of spell. Invoke fire inflicts 1d6-1 fire damage each turn a character or object is on fire.

At the end of invoke fire, if the object is naturally flammable, it continues to burn. An object is considered flammable if a fire the size of a burning torch could ignite the object.

Kaioken

CAST COST:  – Tier 2

RANGE: Caster

CAST TIME: 1 half-turn action

DURATION: 5 turns

Caster gains +3★ until end of spell or until the PPs

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gained from kaioken have been spent (whichever comes first).

⚡: Caster gains +1★ in addition to other PP gained from kaioken.

Ki Beam

CAST COST: ⚡ – Tier 1

RANGE: 4 spaces

CAST TIME: 1 full-turn action

DURATION: 2 turns

Caster shoots a focused ray of ki energy from their center of gravity to target character, inflicting 1d6 damage each turn, until end of spell. Targeted character may make a reflex save: If successful, they suffer ½ damage, instead.

Ki Disc

CAST COST: ⚡ – Tier 3

RANGE: Touch

CAST TIME: 1 full-turn action

DURATION: 3 turns

Caster summons a flat disc made of chi energy from their hand, until end of spell. Ki disc is circular with a width and length of area 1, appearing paper thin.

Ki disc can be thrown by the caster the same as a normal object except it can glide, hover and change directions as commanded by the caster; allowing ki disc to not be subject to the effects of gravity. Ki disc has a tactical movement equal to the caster's magic trait number and must move in a straight line that number of spaces each turn before changing direction (ki disc cannot slow down or accelerate). Ki disc cannot inflict damage until thrown.

If ki disc hits a character or object, ki disc will instantly and effortlessly slice its target. Characters who are targeted by ki disc may make a reflex save: If successful, they avoid getting hit by ki disc. If failed, the targeted character must make a targeted body region roll then suffer 1d6+2 damage to that region.

Ki disc can be destroyed with a counterspell or ended anytime at the caster's command.

Ki Knockout

CAST COST: ⚡ – Tier 4

RANGE: 7 spaces

CAST TIME: 1 half-turn action

DURATION: Instant

Characters within an area 4 region must make a will save: If failed, they suffer 1d6+1 unconscious counters.

Ki Shield

CAST COST: ⚡ – Tier 3

RANGE: Caster

CAST TIME: Instant

DURATION: 1 minute

Caster automatically suffers ½ damage, ½ effects and ½ duration from magic spells or psionics that target them, until end of spell. If the targeting magic allows for a save, and the caster succeeds at the save test, they only suffer one-quarter of the damage, effects and duration of the magic, instead.

Longstrider

CAST COST: ⚡ – Tier 1

RANGE: Caster

CAST TIME: 3 minutes

DURATION: 10 rounds

The caster's ability to move fast overland is enhanced. Caster gains additional MV equal to their current experience level, until end of spell.

Magic Missile

CAST COST: ⚡ – Tier 2

RANGE: 6 spaces

CAST TIME: 1 full-turn action

DURATION: Instant

Caster shoots a glowing arrow of energy from their finger tips at target character, dealing 1d6 damage.

For every other experience level of the caster beyond 1st level, the caster gains 1 additional magic missile to shoot. FOR EXAMPLE, at level 1 the caster may fire one magic missile, at level 3 the caster may fire two magic missiles and at level 5 the caster may fire three magic missiles.

Magic missiles may target one character or the caster may choose to target multiple characters (one target per missile shot).

Magnify Senses

CAST COST: 0 – Tier 1

RANGE: Caster

CAST TIME: 5 minutes

DURATION: 3 hours

The caster opens their mind to all the events unfolding around them, becoming acutely perceptive. Caster gains +3 perception until end of spell.

Martyrdom

CAST COST: 0● – Tier 2

RANGE: 3 spaces

CAST TIME: 1 half-turn action

DURATION: 4 turns

The caster divinely links another character's life force with their own. Any damage target character suffers is redirected to the caster, instead; until end of spell.

Medium

CAST COST: 00000 – Tier 5

RANGE: Caster

CAST TIME: 1 minute

DURATION: 10 rounds

Caster may summon the spirit of a dead character. Once summoned, the spirit can communicate with the caster through voice and gesture, but may not touch any characters or objects. Only the caster can see and communicate with the spirit of the dead character's spirit.

Medium may summon the spirit anywhere within an area 40 region surrounding the caster.

Mend Bones

CAST COST: 000●● – Tier 5

RANGE: 10 spaces

CAST TIME: 1 half-turn action

DURATION: Permanent

Caster mends the bone and grafts the flesh of the undead. Target undead character heals 1d6+1 ❤.

Mind Illusion

CAST COST: ● – Tier 1

RANGE: 4 spaces

CAST TIME: 3 minutes

DURATION: 1 hour

Target character is made to believe in an idea, notion or concept that the caster chooses. The character believes the idea to be truth. The idea must be one that is possible and does not go against the character's core tenets or beliefs. However, the chosen idea can be a memory that contradicts an older memory.

●●: Targeted character must make a will save: If failed, mind illusion becomes permanent.

Mind Over Matter

CAST COST: ●● – Tier 2

RANGE: Caster

CAST TIME: 1 full-turn action

DURATION: 4 turns

Caster causes an earthquake within an area 6 region. Any characters (but not including the caster) caught in the earthquake suffer 1d6-1 damage for every turn they are victims of the earthquake.

Characters who suffer damage from mind over matter may make a reflex save: If successful, they suffer no damage from mind over matter this turn, instead.

Mind Swap

CAST COST: ●●●●● – Tier 5

RANGE: 100 spaces

CAST TIME: 1 minute

DURATION: Permanent

The caster attempts to swap their mind with that of target character. The victim character may make a will save: If successful, mind swap has no effect. If failed, the caster's intelligence, charisma and magic primary traits and experience points stay with the caster's mind as the two mind's swap (but all other traits remain with their original body). The victim character's mind enters into the caster's body along with victim's original intelligence, charisma and magic primary traits and experience points.

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Multi-Spectral Strike

CAST COST:  – Tier 5

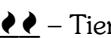
RANGE: 5 spaces

CAST TIME: 1 full-turn action

DURATION: Instant

Two casters focus their arcane energies in tandem to create one massive, powerful attack. If two or more casters casted multi-spectral strike this turn, multi-spectral strike inflicts $4d6+2$ damage to target character.

Multiply Self

CAST COST:  – Tier 2

RANGE: 3 spaces

CAST TIME: 1 half-turn action

DURATION: 4 turns

Caster summons a number of magical copies of themselves equal to the caster's level (minimum 1), until end of spell. The copies summoned this way must be placed in empty spaces within the range of multiply self.

The magical copies look identical to the caster and have the same primary and secondary traits as the caster except they suffer -1 attack and -1 defense for every copy summoned this way. Each copy has $1\heartsuit$, $1\spadesuit$, cannot use equipment or cast magic.

Owl's Wisdom

CAST COST:  – Tier 2

RANGE: Caster

CAST TIME: 2 minutes

DURATION: 1 hour

The caster takes on the form of all nature's animals, gaining the strengths of each one. Caster gains +3 skill points to their strength, perception, intelligence, dexterity and charisma, until end of spell.

Panic Animal

CAST COST:  – Tier 1

RANGE: 2 spaces

CAST TIME: 3 half-turn actions

DURATION: Instant

Target animals within an area 3 region must make a

morale test or will save: If failed, the failing animal suffers $1d6$ fear counters.

Permanence

CAST COST:  – Tier 5

RANGE: 225 spaces

CAST TIME: Instant (free action)

DURATION: Permanent

Permanence cannot target psionics or spells with a duration of instant. Target spell being cast or currently in-effect becomes permanent. Counterspell and antipsi can cancel a spell or psionic affected by permanence, respectively.

Plant Growth

CAST COST:  – Tier 2

RANGE: Touch

CAST TIME: 1 full-turn action

DURATION: 9 turns

Caster may summon a magical wall of plants that are 9 volume in size, until end of spell. The caster may choose the position and formation of the wall at the moment plant growth is cast, but its size must remain the same.

Plant growth has a defense 12, $10\heartsuit$ and suffers double damage when attacked with fire. Characters who are attacking or climbing the plant wall must perform a reflex save once per turn: If failed, they suffer 1 entangle counter.

Poltergeist

CAST COST:  – Tier 4

RANGE: 8 spaces

CAST TIME: 1 half-turn action

DURATION: Instant

The caster forces a character's capillaries to burst, inflicting massive bleeding from the character's orifices.

Caster causes target character to bleed from their eyes, nose, mouth and finger nails. The targeted character suffers $1d6+1$ bleed counters.

Polymorph Other

CAST COST:  – Tier 4

RANGE: 10 spaces

CAST TIME: 2 full-turn actions

DURATION: 3 minutes

Target character (other than the caster) becomes an animal, monster or other non-humanoid living creature of the caster's choosing, until end of spell. The targeted character inherits all the traits, characteristics and properties of the creature the caster has chosen. The caster cannot choose a creature two or more sizes larger or smaller than the targeted character's natural size.

Polymorph Self

CAST COST:  – Tier 5

RANGE: Caster

CAST TIME: 1 full-turn action

DURATION: 5 minutes

Caster becomes an animal, monster or other non-humanoid living creature of the caster's choosing, until end of spell. The caster inherits all the traits, characteristics and properties of the creature the caster has chosen. The caster cannot choose a creature two or more sizes larger or smaller than their natural size.

Postcognition

CAST COST:  – Tier 3

RANGE: Touch

CAST TIME: Instant (free action)

DURATION: Instant

Caster may ask the game master a number of yes/no questions equal to their experience level regarding an item, area or character. The caster must be touching the item, character or standing at the location when asking about the subject in question. The game master must answer the questions truthfully.

Precognition

CAST COST:  – Tier 4

RANGE: Caster

CAST TIME: Instant (free action)

DURATION: Instant

The game master must inform the caster's player of the next time they or their allies will engage in a random encounter, trigger a trap or engage in combat.

The game master will "pre-roll" the random encounters and trap trigger tests before they occur, then inform the caster's player. If the party is about to encounter NPCs that may lead to combat, the GM will inform the caster's player of the encounter a number of time intervals before it happens approximately equal to the caster's magic trait number.

Psionic Vampirism

CAST COST:  – Tier 4

RANGE: 6 spaces

CAST TIME: 1 half-turn action

DURATION: Instant

Caster heals $1d6+2$ . Target character suffers the same number of damage as the caster was healed. The victim character may make a will save: If successful, they suffer $\frac{1}{2}$ damage, instead.

Quickening

CAST COST:  – Tier 3

RANGE: 4 spaces

CAST TIME: 1 full-turn action

DURATION: 3 turns

The caster enhances the capabilities of a friendly animal companion. Target animal gains +2 MV, + and the deflect or disarm ability (caster's choice), until end of spell.

Reanimate

CAST COST:  – Tier 2

RANGE: 9 spaces

CAST TIME: 3 minutes

DURATION: 2 hours, 4 rounds

Target dead character with a level equal to or less than the level of the caster must make a fortitude save: If failed, reanimate has no effect and that character can never be reanimated. If successful, the character becomes undead and will obey—and even fight for—the caster, until end of spell. At the end of the spell, the reanimated character remains undead but is no longer obligated to obey the caster.

For rules purposes, the undead character's starting  is equal to $\frac{1}{2}$ their maximum (rounded down).

Receive Telepathy

CAST COST:  – Tier 4

RANGE: 36 spaces

CAST TIME: 4 minutes

DURATION: 4 hours

Caster may receive a telepathic message from target character within an area 16 region, until end of spell. The message cannot be larger than the equivalent of talking words or drawing an image at a normal pace for the duration of receive telepathy.

If the targeted character does not wish to transmit information telepathically, they may attempt a will save: If successful, receive telepathy is canceled.

: Caster may access memories of the targeted character made up to a number of weeks past equal to the caster's level.

Reclaim Energy

CAST COST:  – Tier 3

RANGE: 100 spaces

CAST TIME: 2 minutes

DURATION: Instant

The caster sends an undead spirit back to whence it came, reclaiming the mana spent to animate the creature. Caster cancels a reanimate spell they casted earlier (before it ends naturally): Caster gains  mana.

Reduce Injury

CAST COST:  – Tier 1

RANGE: Caster

CAST TIME: 1 full-turn action

DURATION: 5 turns

Caster ignores the next 3 damage that they would have suffered. Reduce injury ends immediately after 3 damage has been negated this way or when the spell ends naturally (whichever occurs first).

Rejuvenation

CAST COST:  – Tier 3

RANGE: Touch

CAST TIME: 1 full-turn action

DURATION: Permanent

The caster heals a friendly animal companion of wounds and injuries suffered from battle or adventure. Target touched animal character heals $2d6+1$ .

Remain Conscious

CAST COST:  – Tier 2

RANGE: Caster

CAST TIME: 1 full-turn action

DURATION: Permanent

The caster hardens their mind, allowing them to stay awake and alert despite the ailments they suffer. Permanently remove $2d6$ conditions that is targeting the caster.

Repel Vermin

CAST COST:  – Tier 2

RANGE: 2 spaces

CAST TIME: 1 half-turn action

DURATION: Instant

Spiders, insects and rodents within an area 5 region must make a morale test or will save: If failed, the failing vermin suffers $1d6$ fear counters.

Restraining Ward

CAST COST:  – Tier 4

RANGE: Touch

CAST TIME: 1 half-turn action

DURATION: 6 turns

Caster summons a magical ward that takes form in the same space as the caster, until end of spell. Once summoned, the ward cannot be moved or interacted with but can be affected by other magic.

Any character (not including the caster) who enters the area 4 region surrounding restraining ward automatically loses $\frac{1}{2}$ the MV they could normally use until they leave the affected spaces. Characters in the affected area suffer 1 slow counter per turn that they remain in the region.

Resurrection

CAST COST:  – Tier 5

RANGE: 225 spaces

CAST TIME: 1 minute

DURATION: Permanent

The caster beckons for the soul of target dead character to return to its body and live once more. A caster cannot resurrect a character who has been dead more days than the caster's level. When a character is resurrected, deformities on their body (such as missing limbs) remain—unless fixed or healed by other means.

The targeted character must make a fortitude save: If successful, the character is resurrected back to life and their  is increased to 1. If failed, the character returns to life as described above, but suffers a number of exhaustion counters equal to the number of days they've been dead.

Rift

CAST COST:  – Tier 4

RANGE: 5 spaces

CAST TIME: 1 full-turn action

DURATION: 15 turns

A large volume 7 rift is summoned, until end of spell. Any characters or objects within the affected spaces are teleported to another dimension until the rift collapses. Once collapsed, the rift returns the affected characters back to the spaces they previously occupied.

Sanctuary Ward

CAST COST:  – Tier 2

RANGE: Touch

CAST TIME: 5 minutes

DURATION: 5 hours

Caster summons a magical ward that takes form in the same space as the caster, until end of spell. Once summoned, the ward cannot be moved or interacted with; but can be affected by other magic.

The ward emits an audible alarm, heard only by the caster, whenever a character or solid object the size of a coin or larger enters into the volume 3 region surrounding sanctuary ward. The signal can be heard by the caster no matter the distance the caster is from sanctuary ward.

Scrying

CAST COST:  – Tier 4

RANGE: 25 spaces

CAST TIME: 3 minutes

DURATION: 5 hours

Target character can be remotely watched by the caster as if the caster was 1 space away, until end of spell. The caster may change the perspective of their view of the targeted character to any angle, so long as the distance of the view remains 1 space away. The caster may view the targeted character this way, no matter the distance they may physically travel from the caster.

The caster must choose a translucent or semi-translucent object in which to view the targeted character. The caster may only view the targeted character by looking into the chosen item. Only the caster may see the character targeted by scrying.

See Invisible

CAST COST:  – Tier 3

RANGE: Caster

CAST TIME: 2 minutes

DURATION: 20 rounds

Caster may see invisible humanoid characters and inanimate objects as if they were not invisible, until end of spell.

Seism

CAST COST:  – Tier 5

RANGE: See below

CAST TIME: 1 half-turn action

DURATION: 3 turns

Caster causes an earthquake that deals damage to a number of areas equal to the caster's level. Each area is 1d6 in size (roll 1d6 separately for each area to determine the area number). Each affected area is 2d6 spaces away from the caster (in a direction of the caster's choice). Affected areas cannot overlap. At least one space of the affected area must be within the range rolled for that area.

Each affected space deals 1d6 damage to each character within the areas (each character should roll for damage separately), per turn until end of spell. Affected characters may make a reflex save: If successful, they suffer $\frac{1}{2}$ damage, instead. If failed, they suffer the damage and fall prone.

Part V: Magic

The caster is immune to the effects of seism.

Send Telepathy

CAST COST:  – Tier 4

RANGE: 144 spaces

CAST TIME: 4 minutes

DURATION: 3 hours, 2 rounds

Caster may telepathically transmit a message, image or notion to another character. The message cannot be larger than the equivalent of talking words or drawing an image at a normal pace for the duration of the cast time. The caster must know of the receiving character before transmitting the information.

 Increase the range by +25 spaces.

Sense Animal

CAST COST:  – Tier 1

RANGE: 25 spaces

CAST TIME: 5 minutes

DURATION: Instant

Caster can sense the number of animals (including insects) within an area 20 region. The caster suddenly knows all of the the animals' direction & distance from the caster. This spell does not sense humanoid, undead or monster characters.

 Caster suddenly knows each animal's weight, size and general condition.

Sense Object

CAST COST:  – Tier 2

RANGE: Caster

CAST TIME: 3 minutes

DURATION: 10 rounds

Caster can sense a specific object within an area 20 region including the object's direction & distance from caster and the number of the same objects within that area. This psionic does not sense living characters. Sense object does not move with the caster.

 Caster suddenly knows the objects weight, size and general condition.

Sense Psionics

CAST COST:  – Tier 3

RANGE: Caster

CAST TIME: 1 minute

DURATION: 5 rounds

Caster can sense if psionic magic is present or has been used within a day inside an area 10 region. When sense psionics is cast, the caster learns of the direction & distance of any psionic magical objects or castings. Sense psionics does not move with the caster.

 Caster suddenly knows the psionic type, name and general utility of the psionic.

Sense Spells

CAST COST:  – Tier 1

RANGE: Caster

CAST TIME: 4 minutes

DURATION: 10 rounds

Caster can sense if spell magic is present or has been used within a day inside an area 10 region. When sense spells is cast, the caster learns of the direction & distance of any spell magical objects or castings. Sense spells does not move with the caster.

 Caster suddenly knows the spell type, name and general utility of the spell.

Sense Undead

CAST COST:  – Tier 1

RANGE: 4 spaces

CAST TIME: 3 minutes

DURATION: 3 rounds

Caster can sense the number of undead characters within an area 6 region including the undead's direction & distance from the caster. This spell does not sense living characters.

 Caster suddenly knows the undead's weight, size and general condition.

Shadow Sight

CAST COST: **●●●●** – Tier 5

RANGE: Caster

CAST TIME: Instant (free action)

DURATION: 5 hours

Caster gains dark vision, blindsight, far sight (4x normal range) and heat vision, until end of spell.

Shape Metal

CAST COST: **●●●** – Tier 3

RANGE: Caster

CAST TIME: 1 half-turn action

DURATION: 2 minutes

Caster may bend and shape steel or iron metals with their bare hands as if it were wet clay, until end of spell. After shape metal has ended, any affected metal keeps its altered shape.

Shrink Size

CAST COST: **♦♦** – Tier 2

RANGE: Touch

CAST TIME: 1 half-turn action

DURATION: 1 minute

Target touched humanoid character shrinks to $\frac{1}{2}$ their normal size, until end of spell. Targeted character's primary and secondary traits are reduced to $\frac{1}{2}$ their normal number.

♦♦: Targeted character shrinks to one-third of their normal size and their primary and secondary traits are reduced to one-third their normal number, instead.

♦♦♦: Targeted character shrinks to $\frac{1}{4}$ their normal size and their primary and secondary traits are reduced to $\frac{1}{4}$ their normal number, instead.

Sicken

CAST COST: **●●** – Tier 2

RANGE: Touch

CAST TIME: 3 half-turn actions

DURATION: Permanent (see below)

Target character that caster touches must make a fortitude save: If failed, they lose 1d6-1 vitality, 1d6-1 strength and suffers 1d6 damage per day that cannot

be regained until the disease caused by sicken is cured.

Sight Graft

CAST COST: **●●●** – Tier 4

RANGE: 100 spaces

CAST TIME: 3 minutes

DURATION: 3 hours, 2 rounds

Caster may use the body of target dead or undead character to see from their eyes, until end of spell. The targeted character must have working eyes for the caster to see. The caster can control the targeted character's eyes and eyelids. The dead or undead character is not automatically aware the caster is viewing through their eyes unless the caster moves their eyes or eyelids.

Silent Sphere

CAST COST: **♦** – Tier 1

RANGE: Touch

CAST TIME: 2 full-turn actions

DURATION: 1 minute

Caster creates a sphere of volume 10 size that prohibits any sounds from being heard by characters inside the effected area and prohibits all sounds created from within the sphere from being heard.

Sinister Strength

CAST COST: **●●●** – Tier 4

RANGE: Touch

CAST TIME: 1 half-turn action

DURATION: 2 minutes

Target touched character gains +1★ at the start of each of their turns for every enemy that the targeted character has killed since sinister strength was cast, until end of spell.

Sleep

CAST COST:  – Tier 3

RANGE: 10 spaces

CAST TIME: 2 full-turn actions

DURATION: Instant

Target characters, with a total of 3d6 experience levels or less (treat level 0 characters as $\frac{1}{2}$ level), suffer 3d6 unconscious counters. All characters affected suffer the same number of unconscious counters.

If targeted characters are of different levels, the lower level characters are always affected before the higher level characters.

Sleep does not effect undead characters.

Smite

CAST COST:  – Tier 1

RANGE: Touch

CAST TIME: 1 full-turn action

DURATION: 4 turns

The caster blesses a weapon with the power of their god. Target touched weapon gains the following ability: “: +3 holy damage”, until end of spell.

Soul Breaker

CAST COST:  – Tier 2

RANGE: Caster (see below)

CAST TIME: Instant (free action)

DURATION: Permanent

Caster self destructs, simultaneously dying and inflicting a number of deplete counters, equal to $1d6 - 1 +$ caster's level, onto each character adjacent to the caster. Each character must roll for the number of deplete counters separately.

Speak with Animals

CAST COST:  – Tier 1

RANGE: Caster

CAST TIME: 3 minutes

DURATION: 10 rounds

Caster may read, write or speak any language that can be spoken or understood by an animal, until end of spell. Speak with animals does not allow caster to

understand magic glyphs or other arcane symbols.

Spectral Shield

CAST COST:  – Tier 5

RANGE: Touch

CAST TIME: 1 half-turn action

DURATION: 4 minutes

Caster summons a magical shield that has all the properties of a normal tower shield except it has a toughness of 8 and has the extra ability: “Will Save: If successful, ignore all damage from target attack. Gain that many  instead. This ability may only be used once per minute”.

Spectral Sword

CAST COST:  – Tier 5

RANGE: Touch

CAST TIME: 1 half-turn action

DURATION: 4 minutes

Caster summons a magical bastard sword that has all the properties of a normal bastard sword except it deals 8 damage and has the following extra ability: “: Extra attack”.

Spider Climb

CAST COST:  – Tier 3

RANGE: Caster

CAST TIME: 2 minutes

DURATION: 5 rounds

Caster gains 1d6 additional skill points when making a climb skill test and +2 MV when moving through vertical terrain, until end of spell.

Spirit of the Scorpion

CAST COST:  – Tier 4

RANGE: Touch

CAST TIME: 1 full-turn action

DURATION: 4 minutes

Target touched weapon (including natural weapons such as claws, fangs, etc.) becomes poisoned, until end of spell. If targeted weapon deals at least 1 point of damage, the affected character or characters suffer 1 poisoned counter.

Spiritual Recovery

CAST COST:  – Tier 5

RANGE: Caster

CAST TIME: 5 minutes

DURATION: 12 hours

Caster gains 1 mana of their choice every 3 hours, until end of spell.

Stink Cloud

CAST COST:  – Tier 2

RANGE: 2 spaces

CAST TIME: 1 full-turn action

DURATION: 1 minute

A volume 5 sized cloud of stench is summoned, until end of spell. Any characters (not including the caster) who enter or are already inside the affected spaces become nauseated and sick to their stomachs. They cannot concentrate, attack or perform any other actions other than movement until they leave the stink cloud or the spell ends (whichever occurs first).

Stop Heart

CAST COST:  – Tier 3

RANGE: 10 spaces

CAST TIME: 1 half-turn action

DURATION: Instant

The caster telekinetically attempts to stop the heart of a character. Caster deals 1d6 psionic damage to target character's heart. The victim character may make a reflex save: If successful, they suffer $\frac{1}{2}$ damage, instead.

Strike Barrage

CAST COST:  – Tier 3

RANGE: Caster

CAST TIME: 1 half-turn action

DURATION: 9 turns

Caster may perform 1d6 additional unarmed attacks (including wrestling) until end of spell. These attacks may be performed as free actions; but are, for rules purposes, considered to be their normal action type.

Summon Elemental

CAST COST:  – Tier 2

RANGE: 4 spaces

CAST TIME: 2 full-turn actions

DURATION: 2 minutes, 2 turns

When memorizing summon elemental, the caster must choose one of the following four elements:

- Air
- Fire
- Earth
- Water

Once chosen, the element cannot be changed unless summon elemental is re-memorized.

The caster summons an elemental monster of the same type as the element the chosen when memorizing summon elemental. The elemental obeys all commands given by the caster that are within its power. If the elemental is ever 5 or more spaces away from the caster, the elemental disappears.

The summoned elemental has all the traits, characteristics and properties of a normal elemental of the associated type (see the **GAME MASTER'S RULEBOOK**).

Summon Food/Drink

CAST COST:  – Tier 3

RANGE: Touch

CAST TIME: Instant (free action)

DURATION: Permanent

Caster summons enough edible food and drink to equal 3 x caster's level worth of meals (minimum 1) of a type of the caster's choosing.

Summon Swarm

CAST COST:  – Tier 4

RANGE: 5 spaces

CAST TIME: 1 half-turn action

DURATION: 4 turns

Caster summons 1d6+1 level 0 insects, spiders, birds or rodents (caster's choice), until end of spell. Each of the summoned creatures will obey the commands of the caster.

The summoned creatures all have the traits, characteristics and properties of a normal NPC of the same type (see the **GAME MASTER'S RULEBOOK**).

Surge Psi

CAST COST:  - Tier 3

RANGE: 4 spaces

CAST TIME: 1 half-turn action

DURATION: 1 hour

Caster gains +2 skill points when performing an engineer skill test involving electronics, machines or mechanical devices, until end of psionic.

Caster may project lightning bolts from their hands at target character, dealing 2d6 damage. The victim of surge psi may make a reflex save: If successful, they suffer $\frac{1}{2}$ damage, instead. This effect can only be performed once per turn.

Telekinesis

CAST COST:  - Tier 2

RANGE: 3 spaces

CAST TIME: 1 full-turn action

DURATION: 1 minute, 4 turns

Caster can telekinetically lift one or more objects up to their magic primary trait $\times 10$ in weight. Objects moved with telekinesis can move a number of spaces per turn equal to the caster's magic trait number. The movements of the objects are controlled by the caster.

 Caster can lift +10 weight in object(s).

Teleport Other

CAST COST:  - Tier 4

RANGE: 10 spaces

CAST TIME: Instant (free action)

DURATION: Instant

Target character (other than caster) teleports to an empty space of the caster's choosing within the range of teleport other.

 Teleport other gains +5 range, until end of spell.

Teleport Self

CAST COST:  - Tier 5

RANGE: 20 spaces

CAST TIME: 1 half-turn action

DURATION: Instant

Caster teleports to an empty space of their choosing

within the range of teleport self.

 Teleport self gains +5 range, until end of spell.

Thorn Ward

CAST COST:  - Tier 4

RANGE: Touch

CAST TIME: 1 half-turn action

DURATION: 4 turns

Caster summons a magical ward of thorns, until end of turn. Once summoned, the ward cannot be moved or interacted with, but other spells may affect thorn ward. The ward projects magic thorns in a volume 5 region surrounding the ward.

Characters (not including the caster) that are within the affected area must make a reflex save at the start of each of their turns: If failed, they suffer 1d6+1 thorn damage.

Tongues

CAST COST:  - Tier 5

RANGE: Caster

CAST TIME: 3 minutes

DURATION: 8 hours

Caster may read, write or speak any language that can be spoken or understood by a humanoid, until end of spell. Tongues does not allow the caster to understand magic glyphs or other arcane symbols.

Transfer Vitality

CAST COST:  - Tier 2

RANGE: Touch

CAST TIME: Instant (free action)

DURATION: Permanent

Caster may remove 1 or more  or  from themselves. Target touched character gains a number of  or  equal to the number and type the caster lost through transfer vitality. This ability ends at the end of the caster's turn.

Transmute Rock

CAST COST:  – Tier 5

RANGE: 64 spaces

CAST TIME: 4 minutes

DURATION: 5 hours

Target volume 10 region of rock is turned to mud or target mud of the same volume is turned to solid rock (caster's choice), until end of spell. The caster may choose the position and alignment of the volume effected.

Transmute Water

CAST COST:  – Tier 4

RANGE: 36 spaces

CAST TIME: 3 minutes

DURATION: 4 hours

Target volume 10 region of liquid water is turned to solid ice or target frozen water of the same volume is turned to liquid (caster's choice). The caster may choose the position and alignment of the volume effected.

At end of spell, the water remains as it is; unless the natural temperature of the environment or other factors change its state.

Vampiric Lifetap

CAST COST:  – Tier 5

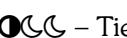
RANGE: 6 spaces

CAST TIME: 1 full-turn action

DURATION: Instant

Caster steals 1d6 ❤ and 1d6 ⚡ from target character. The targeted character may make a reflex save: If successful, they suffer $\frac{1}{2}$ damage and stamina loss, instead. Any ❤ or ⚡ lost by the targeted character from vampiric lifetap is gained by the caster.

Voice Graft

CAST COST:  – Tier 3

RANGE: 16 spaces

CAST TIME: 4 minutes

DURATION: 4 hours, 3 rounds

Caster may use the body of target dead or undead character to speak whatever words the caster knows.

The targeted character must be able to speak normally, but does not need to know the language being spoken.

Walk on Water

CAST COST:  – Tier 4

RANGE: Caster

CAST TIME: 3 minutes

DURATION: 6 hours, 4 rounds

Caster can walk on water as if the water was a hard surface, until end of spell. The caster must spend 2 MV for every space of water terrain they walk on.

Warp Wood

CAST COST:  – Tier 3

RANGE: 8 spaces

CAST TIME: 1 half-turn action

DURATION: Permanent

Caster may permanently warp wood for purposes such as destroying arrows, weapon handles, doors, etc.

The caster may choose to have warp wood affect multiple targets or only a single target, but can only warp a number of wood in weight equal to the caster's magic trait number.

Water Breathing

CAST COST:  – Tier 4

RANGE: Caster

CAST TIME: 4 minutes

DURATION: 8 hours

Caster can breath while underwater as if they were not underwater, until end of spell. Water breathing does not work if the caster is submerged in liquids other than water.

Whirling Wind

CAST COST:  – Tier 3

RANGE: 7 spaces

CAST TIME: 1 full-turn action

DURATION: 13 turns

Caster summons a small tornado of a volume in size equal to the caster's level (minimum volume 1), until end of spell. Whirling wind's tornado will move to any empty space(s) that the caster commands with a number of movement points equal to the caster's magic trait number.

If a character—who is not two or more sizes taller than the tornado's volume—occupies the same space as whirling wind, that character must make a reflex save: If failed, they are caught in the tornado and suffer 1 entangle counter for as long as they remain in the tornado.

At the start of each affected character's turns, they may make a reflex save: If successful, the character liberates themselves from the tornado but suffers knockback 2 (the caster moves the victim character up to 2 spaces away from the tornado to an empty space of the caster's choosing). Immediately after a character leaves whirling wind's tornado, discard all entangle counters on that character gained from whirling wind.

Wind Wall

CAST COST:  – Tier 4

RANGE: 5 spaces

CAST TIME: 3 half-turn actions

DURATION: 3 turns

Caster may summon a wall of wind that is 5 volume in size, until end of spell. The caster may choose the position and formation of the wall at the moment wind wall is cast, but the size of wind wall must remain the same.

Any ranged attack that passes through wind wall suffers -3 attack. Poison gases cannot pass through wind wall. Characters who are flying when passing through wind wall must make a reflex save: If failed, they cannot enter wind wall this turn.

Zen

CAST COST:  – Tier 1

RANGE: Caster

CAST TIME: 3 minutes

DURATION: 6 rounds

The caster enters into a meditative state. Once enlightenment has been attained, a soft aura surrounds the caster, providing them with a new sense of zest for life. Caster gains 1  every 2 rounds, until end of spell.

Part VI: Combat

Once adventurers are ready to descend into a dungeon, travel through the wilderness or visit an alien world, they must also be ready to face whatever fierce or foul foe they run across. Often times, encounters with such creatures will lead to a violent battle, known as **Combat**.

Initiative & Surprise

At the start of every encounter, all parties must determine which group heard or spotted the other party first—allowing the more perceptive party to react first and gain **Initiative**. If one party is aware of the other party's presence soon enough, they may choose to **Surprise** the other group.

Initiative and surprise are only checked once; at the beginning of an encounter. At the GM's discretion, he or she may determine initiative and surprise are automatically granted to a particular party due to the circumstances of the situation when the parties first met. FOR EXAMPLE, an adventuring party walking down a dark hallway with a bright torch or chem light would automatically lose initiative and become surprised by enemy NPCs hiding in the dark due to the light giving away their approach.

To determine initiative players should determine which character in their party is closest to an encountered NPC. If two or more characters are equidistant, the players may decide who amongst the nearest PCs or NPCs will make the initiative test. The character making the test will perform a perception test. The GM will elect one character from each NPC party or NPC type (GM's choice) to make a perception test as well. Depending on each party's test result, the following will occur:

1. The party with the highest perception test result wins initiative. All characters of that group may begin their turn first.
2. All other parties will compare their test result against that of the winner. If their perception test was 5 or more points less than that of the winning party, they suffer 1 surprise counter (see page 43).
3. If two or more perception test results are a tie, the party that rolled the highest number on their dice moves first. If there is still a tie, the PCs move first or there is a re-roll.

Each party will take their turn starting with the party that won initiative followed by the party with the second highest initiative test result and proceeding in a descending order until all parties have had a turn.

Combat Time Line:

1. The party who won initiative plays their turn.
 - A) Movement & combat actions are declared.
 - B) NPCs make a morale test (if needed).
 - C) Movement & combat actions resolve.
 - I. Invalid movements or actions are re-chosen and resolved.
2. The party with the next highest initiative test plays their turn (if they're surprised, their actions are skipped—otherwise go to step A).

Declare Actions

After initiative, the first step to combat is to formulate a strategy and declare any actions the characters are about to undertake. Each player may discuss amongst the group what the best course of actions are for the characters to perform—given their present situation. Once each player has decided what their character will do for the turn, they should inform the caller of their intentions who will relay the plans to the game master.

The game master must decide beforehand what constitutes a valid declaration. Some GMs may require the players to be specific—detailing the exact location players intend to move their characters towards and what targets will be subject to the PCs attacks, magic, feats or other abilities. Other game masters, however, may only require a vague description with a general intention of what the PCs is wishing to accomplish.

Once the players have formulated a strategy for their adventuring party, the caller will declare to the game master the proposed actions (including movement, attacks, free, half-turn, full-turn and special actions) of each player character and retainer of the party. FOR EXAMPLE, the caller player may declare "Guld Novastar the renegade will move forward three spaces and attack the xergling with his laser rifle twice. Gaeriel Tull the cleric will begin conjuring up the 'heal wounds' spell."

Note that this step does not apply to the game master, and should not be performed by the GM during an NPC party's turn; but should be performed when the game master is playing as hireling or mercenary NPCs who are members of the adventuring party.

Resolve Actions

The second step to combat is to perform the actions that were declared in the previous step. Actions of the characters play out in any order chosen by the controlling players or (in the case of NPC parties) the game master.

Part VI: Combat

Attack Time Line:

1. Determine line of sight (LOS) to target
2. Determine height/elevation of attacker & target
3. Determine illumination of target
4. Determine range to target (ranged attacks only)
5. Attack target

On the player's turn, their characters must attempt to perform the actions declared during the "declare actions" step (see page 79).

If a declared action becomes invalid or impossible to perform (such as moving to a location that became occupied before the character could move to that space), the player may choose a new valid target for their character or the character may perform a new action of their choice. FOR EXAMPLE, 'Guld Novastar' intended to take aim and attack a xergling with his laser pistol but when the time came for Novastar to perform his attack, other characters from his party were blocking line of sight to the enemy. Because the target is no longer valid, Novastar may choose a new target to attack or select a new action instead.

Combat Actions

When combat is being played out the pace at which the in-game time unfolds lowers until it is in slow motion. This slowing of time allows for players to focus on each action of the characters—no matter how rapid—so as not to miss an important movement or maneuver. This slower pace of time is known as tactical time (see page 37 for details on tactical time). Tactical time is resolved in a series of turns where each turn represents 6 seconds of in-game time.

During combat characters can perform one of three types of actions:

- Full-turn Action
- Half-turn Action
- Free Action

A FULL-TURN ACTION, as the name implies, is an action that takes 1 full turn of combat to complete. Examples of a full-turn action would be casting certain spells or resolving certain conditions. For rules purposes, a full-turn action is considered to take 6 seconds to perform.

A HALF-TURN ACTION is an action that takes half the time as a full-turn action. Characters can perform two half-turn actions in a single turn. An example of a half-turn action would be to perform one attack or move a number of spaces equal to the character's movement points.

Common Combat Actions

Action

FREE ACTIONS

Drop item / weapon

Lay prone

Speak

End spell / psi

HALF-TURN ACTIONS

Move

Attack (melee / ranged)

Aim

Dodge

Pick up item

Delay Action

Draw / holster weapon

Stand up from prone position

FULL-TURN ACTIONS

Wrestle

Light a torch / chem light

Use a starship system

SPECIAL ACTIONS

Use magic

Unarmed attacks

Don / doff armor

Perform skill tests

For rules purposes, a half-turn action is considered to take 3 seconds of in-game time to perform.

A FREE ACTION is an action that takes place so quickly it does not take any time to complete.

Characters can perform any number of free actions during a turn. Examples of a free actions would be to yell a command or drop an item.

Some SPECIAL ACTIONS take place over longer periods of time, such as two or more turns. These actions should be divided into, and treated as a series of, half-turn or full-turn actions while in combat.

If a character wishes to perform an action not listed, the GM should decide whether the action could happen immediately, resolve in 3 or less seconds, or resolve in 4-6 seconds. If the action can be completed immediately, it should be considered a free action. If the action requires 1-3 seconds, the action should be considered a half-turn action. If the action can complete in 4-6 seconds, it should be considered a full-

turn action. Actions longer than 6 seconds are considered special (see page 80) and will be divided into multiple half-turn actions, full-turn actions, minutes, rounds or longer.

Characters may never perform a half-turn action then begin a full-turn action on the same turn. A full-turn action, as the name implies, requires an entire turn dedicated entirely to that action.

When performing actions during combat, characters may choose to perform their actions in any order they choose—including temporarily suspending one action to begin and finish another. FOR EXAMPLE, a character may choose to move and attack (both half-turn actions) on the same turn. The adventurer may choose to move a few spaces, attack, then finish their movement action.

Melee Attacks

Any character with a melee weapon may perform a melee attack. For unarmed attacks see below. Melee attacks must target characters adjacent to the attacker (unless their weapon has reach, see page 44). To perform a melee attack, the attacker makes a standard roll then adds or subtracts the result to their melee attack trait. That number is compared to the defender's defense trait. For every 1 point the attack is over the defender's defense number, 1 point of damage is inflicted. FOR EXAMPLE, an attacker with a melee attack of 8 rolls a -1, resulting in an attack total of 7. The defender has a defense of 5. The defender takes 2 damage ($7 - 5 = 2$).

Ranged Attacks

Any character with a ranged weapon (including a thrown weapon) may perform a ranged attack. The range of an attack may change depending on the dice roll made during the attack (see below).

To perform a ranged attack, the attacker makes a standard roll then adds or subtracts the result to their weapon's range. If the target is not within the range of the attack after the roll, then the attack is considered a miss. If the target is within range, the modifier from the dice roll is added to the character's attack trait. That number is compared to the defender's defense trait. For every 1 point the attack is over the defender's defense, 1 point of damage is dealt. FOR EXAMPLE, an attacker is using a weapon with a range of 5 which is increased to 8 because of a +3 roll. The defender is within range of the weapon—meaning she is successfully attacked. The character has an attack of 7, resulting in an attack total of 10 ($7 + 3 = 10$). The defender has a defense of 6 resulting in the defender suffering 4 damage ($10 - 6 = 4$).

Unarmed Attacks

Unarmed combat is performed in the same manner as

melee combat, except for two differences: first, the attacker must be attacking without using any weapons (note certain special weapons, such as brass knuckles, are an exception to this rule). Second, the attacking character may choose to attack their target with a **Kick** or a **Strike**. For clinching and wrestling, see page "wrestling".

Kicks and strikes have the following rules that apply to them:

- **KICKS** are powerful hits to a defender using the attacker's feet and legs. Kicks give a +2 attack, but require a full-turn action to perform. If the attacker fails to deal 1 or more damage to the defender, the attacker suffers -1 defense until the end of the turn.
- **STRIKES** are fast and accurate punches and hits using an attacker's fists and arms. Strikes can be performed twice in a half-turn action (up to four times in one turn).

When performing an unarmed attack, the attacker only uses their dexterity primary trait as their attack number. FOR EXAMPLE, a character with a dexterity 4 would have an attack 4 when attacking unarmed.

Wrestling

Adventurers and NPCs can choose to **Wrestle** and grapple with another character by performing an unarmed attack (this attack is not affected by kick or strike penalties, bonuses or effects). When wrestling, a character may try to force their opponent into a compromising position so they cannot move any further.

All characters involved in wrestling have one of four possible wrestling positions: free standing, clinching, take-down or pinned.

Wrestling Positions

Position

Free Standing

Clinching

Take-down

Pinned

Before wrestling; all characters involved are considered to be free standing. An attacker attempting to wrestle with someone must make an unarmed attack against the defender. If their attack would deal at least 1 point of damage, they change the defender's wrestling position from free standing to clinching, clinching to take-down or take-down to pinned, instead.

If a character's wrestling position is anything other than free standing, they cannot perform any actions except defend and perform unarmed attacks in re-

Part VI: Combat

sponse to being wrestled. A successful wrestle attack by the defender means they can either choose to lower their opponent's wrestling position by one status (from free standing to clinching, for example) or raise their own position by one status.

Character's wrestling statuses raise and lower independent of one another. FOR EXAMPLE, two characters are wrestling. The attacker has a wrestling position of clinching while the defender has a position of take-down. On the defender's turn the defender makes a successful wrestle attack against their enemy and chooses to lower their opponent's position one status to take-down as well.

A pinned character suffers from the defenseless condition and cannot attempt to change their wrestling position any further unless released.

Martial Throws

When a character is wrestling with an enemy (see page 81 for rules on wrestling), and they perform a successful wrestling attack, they may choose to perform a **Martial Throw** of their enemy instead of changing their enemy's wrestling status from clinching to take-down. A martial throw allows a character to grab hold of their opponent and throw them away from the attacker (and onto the ground).

Characters who are martially thrown immediately suffer a number of knockback counters equal to the number of points that the attacker's wrestling attack was higher than the defender's defense. Immediately after being thrown the defender must make a reflex save: If failed, they suffer damage as if they had fallen from the height of the attacker's head.

Combat Movement

Adventurers may choose to move a number of spaces on a local map equal to the number of movement points their character has (for tactical time) as one half-turn action. A character may choose to spend a total of two half-turn actions moving up to twice their movement points (see details on combat actions on page 80).

Additionally, for every 1 stamina point spent on this effect, a character may move 1 additional space (even if they have spent all of their movement points). This ability is considered a free action. FOR EXAMPLE, a character with 6 movement points may choose to move 6 spaces as a half-turn action. The character attacks an enemy with their second half-turn action, then chooses to spend 3 SP to move 3 additional spaces. However, characters cannot spend stamina points they do not have. See page 7 for more on stamina points.

Characters can move through spaces occupied by a friendly character, but never through spaces occupied

by an enemy or other solid obstacles. Characters may move diagonally for the same cost of movement points as moving forward, backward, left or right, however characters may never move diagonally between two spaces occupied with barriers, obstacles or enemies.

Terrains and surfaces cost different amounts of movement points to enter, depending on their terrain type. See page 38 for details on movement.

Delayed Actions

Characters may choose to **Delay** one action until another character's turn. The character must first spend a half-turn action to delay their next action. Delayed actions can be performed during another character's turn.

Players are not required to declare or reveal any details about the action they are delaying during the "declare actions" step of combat other than they are delaying their character's next action.

The character can perform the delayed action at any time until one or more of the following happens:

- The delayed character loses 1 or more HP
- The delayed character performs another action (including moving 1 or more spaces)
- The delayed character performs their delayed action

A delayed action may be performed at any time by interrupting another PC or NPC's turn. Performing a delayed action is considered part of the delayed character's turn and not the current character's turn. Once the delayed action is over, the interrupted character's turn resumes.

Aimed Attacks

When an adventurer wishes to steady their aim in hopes of making a better attack, they may spend a half-turn action "aiming" before they make an attack roll. Once aiming, the next attack roll they make will be an **Aimed Attack**.

An aimed attack allows the aiming character the chance to hit a specific region on an enemy's body. After the attack roll but before combat damage is assigned, the attacker may roll 1d6 on the targeted body region table (see page 84). The attacker may spend any number of power points (see page 84) they have during their aimed attack to add or subtract 1 point from the total rolled for the body region roll—for each power point spent this way.

FOR EXAMPLE, a character spends a half-turn action to aim their musket at their enemy, then fires. The attacker gains +2 attack from the roll, giving the player 2 power points until end of turn. The player then rolls

a 1d6 to determine where on the enemy's body the attack hits. The player rolls a 4 resulting in the attack targeting the enemy's torso. The player may spend up to 2 of their power points to add or subtract a maximum of 2 points from the body region roll.

An aimed attack can automatically be delayed until one or more of the following events occur:

- The aiming character loses 1 or more HP
- The aiming character performs another action (including moving 1 or more spaces)
- The aiming character changes, drops or loses control of their weapon (melee or ranged attack)
- The aiming character performs the aimed attack

Dodge

Characters may attempt to **Dodge** an incoming attack that target them. When dodging, the defender may force one attacker who is attacking them to make two attack rolls instead of one. The defender chooses which of the two attack rolls the attacker must use.

Dodge actions are considered half-turn actions, and may automatically be delayed up to the start of the dodging character's next turn or until one or more of the following events occur:

- The dodging character loses 1 or more HP
- The dodging character performs another action (including moving 1 or more spaces)
- The character performs their dodge action

Prone Position

A character may lay flat on their stomach or back (in a prone position) as a free action. When prone, a character receives +2 defense vs ranged attacks, but suffers -2 defense vs melee attacks. Standing up from a prone position is considered a half-turn action.

Sneak Attacks

Characters who are sneaking from another character may attempt to make a **Sneak Attack** against that PC or NPC.

To perform a sneak attack, a character must first:

- **MELEE & UNARMED SNEAK ATTACK:** Sneak to a space adjacent to the target character (weapons with the reach ability are an exception)
- **RANGED SNEAK ATTACK:** Sneak up to a number of spaces from the target character equal to or less-than half the range of the weapon

After the attack roll but before combat damage is assigned, the sneaking character may roll 1d6 on the targeted body region table (see page 84). The attacker

may spend any number of power points (see page 84) they have during their attack to add or subtract 1 point from the total rolled for the body region—for each power point spent this way.

When making a sneak attack; the attacker gains +2 attack against that character. Any damage dealt to the defender is automatically doubled. FOR EXAMPLE, a character sneak attacks an enemy with an attack 8. Since the attack is a sneak attack, the attacker gains +2 attack for a total of 10. The attacker deals 3 damage which is automatically doubled to 6 damage.

Running Tackle

Characters may attempt to bull-rush an opponent in an attempt to tackle them to the ground or off a ledge. To make a **Running Tackle**, a character must first move in a straight line at least 4 spaces then immediately make a wrestling attack against the defender. If the wrestling attack is successful, the attacker may either:

- Change the defender's wrestling position by two statuses instead of one
- Knock back the opponent 2 spaces (see page 80 for details on the knockback ability)

Running tackle is different from—and should not be confused with—the “charge” combat ability.

Dual-wielding Two Weapons

Characters can use two weapons if each weapon is one-handed and both hands are empty. If either weapon is two-handed, the weapon cannot be dual-wielded with another weapon.

When using two weapons, an adventurer may choose which weapon of their equipped weapons they wish to use each time they attack. FOR EXAMPLE, a PC wielding a laser pistol and a light machine gun may choose to attack with either weapon on their first attack. If they choose to make a second attack during their turn, they can attack with the other weapon or continue using their first choice.

The player must declare which weapon is being used before the attack roll is made.

Temporary Damage

A weapon may be used to bear down or subdue, rather than kill, an enemy. If a character chooses to inflict **Temporary Damage**, they must first declare to the GM that they are doing so before the attack roll is made.

Once declared, any HP normally lost from attack damage results in a loss of stamina points, instead.

★ Power Points

Power Points (PP) are special points characters can use to “buy” bonuses during combat. Power points can be used on weapon, armor and item abilities as well as certain talents (see the **INTERMEDIATE RULEBOOK**). FOR EXAMPLE, a character with 2 power points wielding a sniper rifle may use the weapon ability that reads “★★: +1 damage” (this means 2 PP may be spent to inflict +1 damage for that attack).

For every +1 rolled on a standard roll during an attack, that attack gains 1 power point until end of turn. Only +1’s from attack rolls provide power points. Negative modifiers from attack rolls do not give an attacker power points. FOR EXAMPLE, a character makes an attack and rolls +2. They would receive 2 power points until end of turn. On their next attack they roll -1. They would receive no power points.

Character bonuses such as skill points, feats, save bonuses, etc. do not provide power points—unless specifically listed as doing so (such as the warrior’s bonus +2 power points gained during character creation). FOR EXAMPLE, a character with a +3 attack from a special ability would not automatically receive power points because of that bonus.

Unused power points disappear at the end of the turn. Similarly, any effects gained from the use of power points only last until the end of the turn.

Targeting Specific Body Regions

At the GM’s discretion, character’s attacks may strike a particular spot or region on an enemy’s body. Before combat damage is assigned, the attacker may roll 1d6 and consult the table below.

Targeted Body Region

Roll	Body Region	Damage Modifier
1d6		
1	Left Leg / Foot	1x damage
2	Right Leg / Foot	1x damage
3	Left Arm / Hand	½x damage
4	Torso	1x damage
5	Right Arm / Hand	½x damage
6	Head	2x damage

Depending on the location hit, the amount of damage inflicted may be doubled, reduced by half or remain the same (see the table above). Adventurers who perform an aimed or sneak attack have the option to spend power points from their attacks to add to or subtract from this roll. See aimed attacks and sneak attacks on page 82 and 83, respectively.

Defenseless Characters

Defenseless characters—not to be mistaken with characters with a defense of 0 or less—are PCs or NPCs in a position that prohibits them from defending themselves. When a character is unconscious (see page 43), bound up or pinned from wrestling, they are considered defenseless.

See page 43 for details on the defenseless condition.

Defensive Cover from Attacks

When attacked, a character may receive a defense bonus if they are considered behind cover. Many different in-game objects can provide cover, such as tables, doors, trees and even other characters (both enemies and allies). There are three general types of cover:

1. Full Cover (blocks line of sight)
2. Partial Cover (defender gains +2 defense)
3. No Cover

A character that has partial cover gains +2 defense against all attacks they are covered from. Partial or full cover can benefit both a defender as well as an attacker. FOR EXAMPLE, an underwater attacker would have partial cover, gaining +2 defense. However, because the attacker is underwater, the defender would also receive +2 defense.

Refer to page 40 for details about line of sight, and how blocking objects can effect cover. Page 40 covers rules about illumination and its effects in combat.

Attacking from High Ground

Attacking from a physically higher position can provide a bonus to attackers in combat. For every 1 space a character’s head is above their opponent’s head, they receive a +1 to all attacks against that character up to a maximum of +3. FOR EXAMPLE, a human (who is 2 spaces tall), standing on a ledge 1 space higher than their opponent would receive a +1 to their attack. However, a PC only 1 space tall standing on the same ledge against an NPC 3 spaces tall would still be at a disadvantage to the NPC since the NPC’s head would still be higher.

Characters cannot engage in melee or unarmed attacks with an opponent 3 or more spaces higher than they are tall unless their weapon has the reach ability.

Example Combat

Four player characters, Tylo Alon the mercenary (1st level marksman), Amida the pirate (2nd level warrior), Jafan the bounty hunter (1st level scout) and Coria Waldas the medic (2nd level healer) enter a room through a secret entryway which was detected and opened by Amida. The room appears to be an empty mechanic's workshop. While they are searching it, a second secret panel (which Amida did not find) opens and the first pair of 12 insectoid privateers walk in.

The GM checks for surprise & initiative: since Coria was closest to the secret panel when the privateers walked in, she rolls for the party and gets a +4 to her perception of 6 giving her 10 total. The privateers roll a 5. Since the privateers were 5 or more points less than Coria, they receive 1 surprise counter. The insectoids must skip their first turn before acting because of the surprise condition.

The insectoid privateers stare in surprise at the party for a moment. Since Amida is the only member of the party who speaks insectoid, the party elects her as their spokeswoman. She quickly warns Coria that she may have to use her "pyrokinesis" psionic.

Even though combat has not begun yet, the situation is dangerous enough for the characters that the game master asks the players to declare their actions before resolving; and for the characters to act out all of their actions in tactical time. After a minute of discussion, the party decides on their actions and tells the game master their plan:

Amida goes first, spending her turn stepping forward with both hands empty, in a token of friendship, and says in the insectoid language "Greetings, noble merchants of this derelict space station; can we help you?". Coria decides to go second by concentrating on her pyrokinesis psionic. The rest of the party spends their turns moving to form a defensive line across the room (making sure they don't get caught in the psionic's affected area).

On the insectoid's turn the GM decides that Amida's open hands and diplomatic words in the insectoid's native language is worth +1 when checking reaction. The GM secretly rolls a charisma test on Amida's behalf. Unfortunately the GM rolls a 4 which, even after adjusted to 5, is not a good reaction. The insectoids draw their weapons—but do not attack. They do, however, move aside as two more insectoids enter the dusty workshop.

The largest of the insectoids shouts in his native language "Go away! We claim this station and all valuables found within as our property!"

"It's okay, Koobis sent us," Amida answers.

"Huh?" the insectoid wittily responds.

The GM rolls a new reaction test after 1 minute of game time has elapsed; this time with no adjustments. The roll is a 3; so the insectoids attack the party with weapons in hand.

On the privateers' turn, the insectoid closest to the party spends a half-turn action to move next to Amida. It spends its second action to attack Amida with a crowbar. The game master makes a standard roll and receives a +3. The insectoid's strength 7 with a crowbar of 2 damage and the dice roll of +3 adds up to an attack of 12 ($7 + 2 + 3 = 12$). Amida's dexterity of 4 and adaptive nano armor of 5 toughness gives her a total defense of 9 ($4 + 5 = 9$). Since the insectoid's attack was 3 points over Amida's defense, Amida suffers 3 points of damage. Amida's HP drops from 16 to 13 HP.

The second insectoid takes aim and fires its light machine gun at Tylo. The GM rolls a -1 which is subtracted from the insectoid's attack of 9 for a total attack of 8. Tylo has a defense of 8 as well; meaning no damage is inflicted. However, the insectoid still has one more half-turn action remaining for this turn; which it spends shooting at Tylo again. This time the game master rolls a +2. The dice roll is added to the insectoid's attack of 9 for a total of 11—enough to inflict 3 points of damage. Tylo changes his HP from 7 to 4 HP total.

The third insectoid spends an action moving across the workshop towards Jafan, and another action attacking Jafan with a stun gauntlet. However, the game master rolls a -2 which is subtracted from the insectoid's unarmed attack of 7 for a total of 5. Since the gauntlet has 0 damage, the attack is not enough to hit Jafan.

The fourth insectoid, also possessing a light machine gun, decides Jafan must be destroyed. The privateer takes aim and shoots at Jafan from where it stands, trying not to hit the machinery strewn throughout the room. The game master rolls a 0 for the insectoid's attack. This means no points are added to or subtracted from the insectoid's normal attack of 7. However, Tylo has a defense of 8 allowing him to dodge out of the path of the flying bullets. The insectoid tries attacking Jafan again but the GM rolls a -1 and misses.

Now the players begin their turn. After a minute of discussing strategy; the players declare their characters' actions:

Tylo Alon, deciding to move first, has a laser pistol ready to fire.

Example Combat (Continued)

He moves 4 spaces back towards the entrance of the room (and away from the insectoids) then takes aim at one of the bug-men and pulls the trigger!

Tylo has a perception of 7 and a laser pistol with 2 damage, giving Tylo an attack of 9. Tylo rolls a -2, reducing the range of his blaster from 8 to 6 (still within range of hitting his opponent who is 4 spaces away). The -2 also reduces Tylo's attack from dealing 9 damage back down to 7 damage. The privateer's defense is 9, causing Tylo to miss his target.

Jafan, with his axe in hand, decides to flank the insectoid currently locked in battle with Amida. But first Jafan must spend an action to move next to the alien-bug. After Jafan is within striking range, he rolls a +1, increasing his attack of 10 to 11. The privateer never saw the attack coming! Its defense of 7 barely held back the assault from Jafan's axe as the insectoid is cleaved into two pieces.

Since Amida was planning on attacking the same insectoid that was destroyed this turn, her declared action is no longer valid. She now has the chance to choose a new set of actions; which she spends moving towards the doorway from which the insectoids entered the workshop.

On Coria's turn, she decides enough is enough—the bugs must be stopped. She unleashes her pyrokinetic psionic on an area 4 (four spaces by four spaces) region, causing the chosen spaces to ignite in intense heat. The square region chosen by Coria has two insectoids standing in it; meaning they'll be affected by the magic. However, Jafan is also in one of the spaces of the area 4 region and therefore must also suffer any consequences of the psionic. Coria marks off that she spent one dark psi point to cast her magic.

The psionic "cryo/pyrokinesis" inflicts 1d6 damage to any characters within the affected spaces. The two privateers roll 2 and 3 damage. Jafan rolls a 3 for damage. Each character may make a reflex save; allowing them to reduce the damage suffered by half (rounded down), if successful.

The first insectoid and Jafan pass their reflex save; reducing the damage they suffer to 1 for both. The other insectoid, however, fails their test and is forced to suffer all 3 points of damage from the psionic, dying in the process.

On the privateer's second turn, four more insectoids push by Amida and enter the room. The last of the four bug-alien spends its second action attacking Amida with its gun. Pulling the trigger, the gun fires at Amida. The game master makes a roll of -1 which reduces the privateer's attack of 9 to an attack of 8. Amida's resilient nanosuit armor deflects the bullets and prevents any damage from getting through.

On the player characters' next turn, the party declare their actions to the GM: Tylo spends a half-turn action running up to the closest privateer beside him then, with his last half-turn action for that turn, shoots the creature with his laser pistol.

Tylo rolls a +2, increasing his attack to 11. In addition to dealing 1 points of damage to the insectoid, Tylo has gained 2★, from the +2 roll, until the end of turn. Tylo's laser pistol has a special ability that reads "★★: Stun". This ability allows for Tylo to spend 2 power points to inflict a stun counter on the insectoid he is attacking; as long as he deals 1 or more points of damage that turn. Tylo decides to use his weapon's special ability, spending the power points as needed, causing the insectoid to become stunned. A stunned character can only perform one action per turn until they spend a half-turn action to remove a stun counter; and all stun counters have been removed this way.

Amida spots a large lever that looks like it might move a machine in front of the passageway the insectoids are entering. If her guess is correct, she may be able to block any more insectoids from joining the fight! She decides to use a feat of hers called "Sprint" that allows her to spend a ⚡ to double her movement points until end of turn. She uses both of her half-turn actions to move 13 of the 20 movement points available to her from her sprint feat ($5\text{ MV} \times 2\text{ actions} \times 2\text{ sprint} = 20\text{ MV}$). Amida hurries across the workshop to the location of the lever in what she hopes will end the battle against the insectoids; in her favor.

Meanwhile Coria spends her entire turn casting the "reduce injury" psionic onto Jafan to help protect him from any damage he may receive in the next 5 turns.

Lastly, Jafan drops his axe and spends a half-turn action equipping his meteor hammer weapon. On Jafan's next turn he will be able to use his new weapon which has special sweep, reach and knockback abilities.

As the insectoids begin their next turn; combat will continue in this method. Each side takes a turn moving, attacking and performing other actions.

Will Amida find the correct lever to prevent the insectoids from entering the room? Will Jafan's new weapon prove decisive in battle? Who will be victorious, and who will be defeated?

Glossary

Acronyms

AP – “Alignment Point”

ATK – “Attack”

BIEM – “Basic, Intermediate, Expert and Master”

CC – “Copper Coin” and “Core Credit”

CHA – “Charisma”

CP – “Character Point”

DEX – “Dexterity”

DFS – “Defense”

GC – “Gold Coin” and “Galactic Credit”

GM – “Game Master”

GMR – “Game Master Rulebook”

HP – “Health Point”

INT – “Intelligence”

LOS – “Line of Sight”

LP – “Language Point”

MAG – “Magic”

MP – “Mana Point”

MV – “Movement Point”

NPC – “Non-Player Character”

PC – “Player Character”

PER – “Perception”

PP – “Power Point”

PSI – “Psi Point”

SC – “Silver Coin” and “Star Credit”

SP – “Stamina Point”

STR – “Strength”

TN – “Target Number”

VIT – “Vitality”

WT – “Weight”

XP – “Experience Point”

Ability – A special ability that is associated with a weapon, item, armor and so on. See condition.

Advantage – The act of making two standard rolls and choosing the more favorable one. See standard roll.

Adventure – A gathering of players and GM that come together to play a session of OPEN ADVENTURE.

Aim – A type of attack where a character attempts to

hit a specific part of their opponent’s body.

Alignment – A broad generalization of a character’s moral and ethical beliefs, actions and personality.

Archetype – A set of patterns or stereotypes that define a general classification of characters; related to their strengths, weaknesses and special abilities. See feat and focus.

Area – A region of spaces with a defined length and width. Effects & abilities that target an area will also target any characters and objects within that area.

Armor – A defensive outfit worn by characters or structure for buildings, vehicles and other items used to protect against incoming attacks. See toughness.

Assist – The act of one character making a skill test in hopes of succeeding and providing a +1 to help another character succeed at a related skill test.

Astronomical Map – A map where 1 space represents 1 exameter in area. See scale.

Attack – The amount of attack power a character can inflict. See secondary trait.

Caller – One player designated to act as a spokesman for the players. The caller informs the GM what each of the player characters are doing during the game.

Campaign – A series of related adventures that the party explores to complete one or more quests.

Cast Cost – A number of mana or psi points that must be spent for a magic spell or psionic to be cast. See mana and psi.

Caster – A character that uses magic. See magic.

Cautious Time – The speed of how fast in-game time ticks by with one interval being 1 minute. Cautious time is used when PCs are in a dangerous area (but not in combat) and wish to be cautious. See minute.

Character – See player character and non-player character.

Character Point – Points that make up the numerical values of the seven primary traits. See primary trait.

Character Record Sheet – A sheet of paper that keeps track of a character’s trait and stats.

Coin – A form of currency for fantasy-based games. There exists three types of coins: copper, silver and gold. 100 coins weights 1 weight. Also see credits.

Colorless Magic – Magic that does not require specific mana or psi points to be spent in order to cast. See magic.

Combat – A fight or battle involving player characters and/or NPCs.

Condition – An effect that afflicts one or more characters by helping or hindering them. See ability.

Glossary

Contour Line – A line drawn on a map to denote elevation gain or loss. See map.

Copper Coin – The lowest denomination of currency found in fantasy adventure games. 100 copper coins is worth 1 silver coin.

Core Credit – The lowest denomination of currency found in sci-fi adventure games. 100 core credits is worth 1 star credit.

Cover – An object or place of protection from incoming attacks. There are three general types of cover: full cover, partial cover and no cover.

Credit – A form of currency for science-fiction based games. There are three general types of credits: core, star and galactic. 100 credits weights 1 weight. Also see coins.

Day – A measure of time made up of 24 hours of in-game time. See time interval.

Defense – The amount of defensive power a character can use to negate an incoming attack or damage. See secondary trait.

Delayed Action – The act of intentionally waiting before performing an action (usually during another character's turn).

Dodge – The act of attempting to lower the amount of damage a character suffers by dodging out of the way.

Doff – The act of taking off clothes or armor. See don.

Don – The act of putting on clothes or armor. See doff.

Dual-Arch – A combination of two archetypes. See archetype.

Damage – A number of points that reduce the targeted character's health points. See health point.

Duration – A measure of time denoting how long an ability, effect, condition or magic lasts before its effects disappear.

Encounter – The instance when one or more player characters meet an NPC (either friendly or violent). See combat.

Enemy – An unfriendly NPC; often willing to fight one or more of the player characters. See combat.

Experience Level – An indication of how powerful a character has become by collecting experience points. Characters start at level 0 and can be promoted up to level 5. See experience point.

Experience Point – A number of points earned by defeating enemy NPCs, finding treasure and completing quests. Earning experience can lead to a character being promoted to a higher level. See experience

level.

Exploration Time – A measure of time used when characters are engaged in general activities. Represents 10 minutes of in-game time.

Extended Time – A measure of time used when characters are engaged in activities spanning over a prolonged period of time. Represents 1 hour of in-game time.

Feat – Special abilities that one or more particular characters can take advantage of due to their race or species.

Focus – Seven characteristics that provide bonuses to characters. Each race and species has three eligible focus for players to choose.

Fortitude – See save.

Free Action – An action that takes a negligible amount of time to perform. See special action.

Full Cover – The effect of objects and obstacles completely obscuring an attacker from seeing or attacking a defender. Blocks line of sight.

Full-turn Action – An action that takes a full turn to perform. See half-turn action.

Galactic Credit – The largest denomination of currency found in sci-fi adventure games. 1 galactic credit is worth 100 star credits.

Game Master – The player that takes on the role of a narrator, referee and actions of the NPCs. GMs create the adventure and provide theme & story to an adventure.

Gold Coin – The largest denomination of currency found in fantasy adventure games. 1 gold coin is worth 100 silver coins.

Golden Rule – Important rules of OPEN ADVENTURE that should always be followed.

Guild Language – A secret language spoken between members of the same guild. See language.

Half-turn Action – An action that takes half a turn to perform. Two half-turn actions can be attempted in one turn. See free action.

Health Point – A number of points that represent how many points of damage a character can suffer before dying. Also see stamina point.

Hireling – An affordable but untrustworthy retainer. See retainer.

Hour – A measure of time made up of 1 hour of in-game time. See time interval.

Improvised Weapon – An ordinary object a character uses as an impromptu weapon.

Initiative – The order in which parties of characters

take their turns to perform actions during combat (such as move or attack). See combat.

Kick – A type of unarmed attack that uses legs and feet. It takes a full-turn to perform. See strike.

Language – The type of linguistic means of communication between different types of races and species. See language point.

Language Point – A number of points which represent the fluency a character has for a specific language.

Language Test – A test a character may perform to determine if they understand a written or spoken language. See language point and skill test.

Level – See experience level.

Line of Sight – The effect of being able to draw a straight line from one or more corners of the space a character occupies to one or more corners of the space their target occupies. See partial cover and full cover.

Local Map – A map where 1 space represents 1 meter in area. See scale.

Magic – Extraordinary powers characters who have an affinity for magic can use. See spell and psionic.

Mana – Magical spell points that can be spent to cast spells. See psi.

Map – A representation of the surrounding area a party of characters explore. See scale.

Mapper – A player whose responsibility is to draw a map and floor plans of the area or structure that the PCs are exploring.

Marching Order – The physical order or layout of the characters when traveling, exploring, fighting, etc.

Martial Throw – A type of unarmed attack that involves grabbing and throwing a character. See wrestle.

Meal – Enough food to feed a character. See morsel.

Melee Weapon – A weapon used in close range combat (such as a sword).

Mercenary – An expensive but trustworthy retainer. Works in teams.

Minute – An interval of time that is made up of ten turns. See cautious time.

Morning – The first one-third of a day, made up of 8 hours. See time interval.

Morsel – Food measuring 1/5th of a meal. See meal.

Movement Point – A number of points which represent the number of spaces a character can travel on a local or overland map.

Multicolored Magic – Magic that requires two or

more different types of mana or psi points to be spent in order to cast. See magic.

Night – The last one-third of a day, made up of 8 hours. See time interval.

Non-Player Character – A character that is not played by any players, instead by the game master.

Noon – The middle one-third of a day, made up of 8 hours. See time interval.

Overland Map – A map where 1 space represents 1,000 meters in area. See scale.

Partial Cover – The effect of objects and obstacles partially blocking line of sight from an attacker to a defender. Provides a defensive bonus to the defender.

Party – A group of two or more characters (either PCs and/or NPCs).

Player – A person playing the OPEN ADVENTURE game who controls one or more player characters.

Player Character – An imaginary character/avatar who's actions and role are controlled by a player.

Power Point – Bonus points awarded for rolling +1's during an attack roll. Can be spent on weapon, armor and other item abilities during combat.

Primary Traits – The seven base traits of every character (“strength”, “perception”, “intelligence”, “dexterity”, “charisma” “vitality” and “magic”).

Psi – Magical psionic points that can be spent to cast psionics. See mana.

Psionic – A type of mental magic that comes in two types: light psionics and dark psionics.

Quartermaster – A player whose role is to keep track of any equipment, money or treasure owned collectively by the adventuring party.

Race – A species type of different fantasy races.

Ranged Weapon – A weapon used in long range combat (such as a gun).

Reaction – The way an NPC responds to meeting a character or party of characters. May be friendly or lead to combat or subterfuge on the NPC's behalf.

Reflex – See save.

Rest – The act of a character not engaging in strenuous activities or lifting objects of heavy weight.

Retainer – An NPC hired to work for a character.

Role – A specialty, job or profession of a character within the game.

Roll – The act of rolling dice (usually two six-sided dice opposed). See standard roll.

Round – A measure of time made up of 10 minutes of in-game time. See time interval.

Glossary

Running Tackle – A type of attack where a character attempts to run into and either push aside or grapple their opponent. See attack.

Save – A means for a character to avoid ill or dangerous affects. There are three general saves: “fortitude”, “reflex” and “will”.

Scale – The scope of a map and measure of how many meters one space represents.

Secondary Trait – The 12 traits which are based off a character’s primary traits (“health”, “stamina”, “skills”, “language”, “fortitude”, “reflex”, “will”, “melee attack”, “ranged attack”, “unarmed attack”, “defense” and “mana”/“psi”).

Shield – A physical partition used to obscure the adventure secrets and game master rulebook from the view of the players. Also known as a “game master screen”.

Short Rest – The act of resting for one hour at a time. Restores lost stamina points.

Silver Coin – The common currency found in fantasy adventure games. 100 silver coins is worth 1 gold coin.

Size – A height and body type of a character.

Skill Point – A positive or negative modifier applied to a primary trait whenever that trait is tested for a skill. See skill test.

Skill Test – A test to determine if a character succeeds at a skill or action they wish to attempt.

Sleep – The act of a character resting for the night.

Sneak Attack – A type of attack where a character attempts to get close to their enemy before attacking with a bonus. See attack.

Space – A unit of length usually equaling one meter. Used to determine area and volume.

Specialist – An expert or professional NPC who can be hired to assist player characters. See retainer.

Special Turn – A turn that takes longer to perform than a full-turn, half-turn or free action.

Species – A racial type of different sci-fi species.

Spell – A type of magic that comes in five types: black magic, white magic, blue magic, red magic and green magic.

Stamina Point – A number of points that represent how many points of stamina the character can spend before being depleted of stamina. Stamina points can be spent to move additional spaces and use special abilities. Also see health point.

Standard Roll – The act of rolling two six-sided dice (one white and the other black). Treat the white die as a positive number and the black die as a negative

number. The two dice cancel each other out. The remainder is a positive or negative modifier that gets applied to whichever trait is being tested. Also known as a “1d6-1d6” roll.

Star Credit – The common currency found in sci-fi adventure games. 100 star credits is worth 1 galactic credit.

Stellar Map – A map where 1 space represents 1 megameter in area. See scale.

Strike – A type of unarmed attack that involves hitting with fists, elbows and arms. Takes a half-turn to perform. See kicks.

Surprise – During initiative tests, one party of characters can become surprised to see another party of characters. See initiative.

Tactical Time – A measure of time used primarily during combat. See turn.

Target Number – The number a player must meet or beat when making a test of a character’s traits. See skill test.

Temporary Damage – The option of inflicting stamina point damage rather than health point damage in an attempt to subdue (and not kill) an opponent. See stamina point.

Thrown Weapon – A medium range weapon used during combat by throwing the weapon as a projectile (such as throwing stars).

Tier – A measure of how powerful a spell or psionic is when using it. If a character has mana or psi of the same magic type, they may cast a spell or psionic with a tier equal to or less than their current experience level. See magic.

Time Interval – A measure of time and its speed used to focus on individual character actions or to speed over long periods of time.

Toughness – The amount of a piece of armor can help negate an incoming attack. See defense.

Turn – A length of time measured as 6 seconds of in-game time. See tactical time.

Unarmed Weapon – A weapon that can be worn to assist in unarmed attacks (such as brass knuckles).

Volume – A region of spaces with a defined length, width and height. Effects & abilities that target a volume will also target any characters and objects within that area.

Weight – A measure of how heavy and bulky something is. 1 weight is equal to 1 kilogram.

Will – See save.

Wrestle – A type of unarmed attack involving clinching, grappling and take downs. See unarmed attack.

Open Adventure

Character Record Sheet

Character's Name: _____ Archetype(s): _____

Race: _____ Role: _____

Level: _____ XP: _____

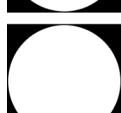
Age: _____ Size: _____

Guild: _____ Focus: _____



STRENGTH

strength skills



PERCEPTION

perception skills



INTELLIGENCE

intelligence skills



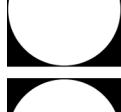
DEXTERITY

dexterity skills



CHARISMA

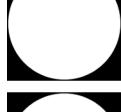
charisma skills



VITALITY

max health

max stamina



MAGIC

WEAPON

ABILITY

ARMOR

ABILITY

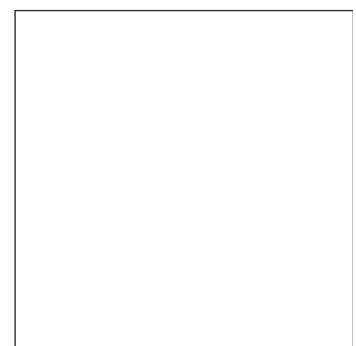
FEATS & TALENTS

tactical cautious overland

MOVEMENT

LANGUAGES

ALIGNMENT



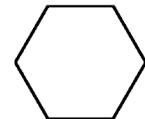
character sketch



REACTIONS



INITIATIVE



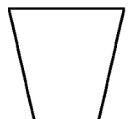
ATTACK



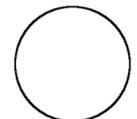
DEFENSE



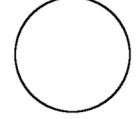
HEALTH
POINTS



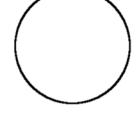
STAMINA
POINTS



FORTITUDE



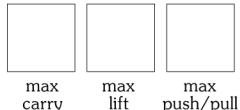
REFLEX



WILL

EQUIPMENT CARRIED

ITEM ABILITY WT. COST



TOTAL: _____ / _____

ENCUMBRANCE: ○ ○ ○ ○ ○

APPEARANCE

Gender: _____ Hair: _____ Eye(s): _____

PERSONALITY

Religion: _____ Deity(s): _____

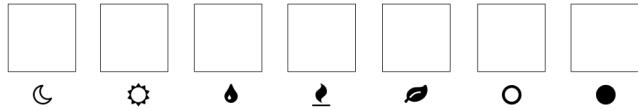
BACKGROUND / HISTORY

Origin: _____

Tech Level: _____

SPELLS & PSIONICS

MAGIC TIME RANGE COST

**CONDITIONS, INJURIES & ILLNESS**_____

MONEY & TREASURE

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.

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 imaginary characters from levels 0 through 5
- Comprehensive lists of over 85 weapons, 30 armors, and a multitude of expedition gear, siege weaponry, kingdom building materials, starship systems and more
- 50 skills each character can cleverly use in completing their quest for glory and wealth
- 70 talents divided amongst 7 different character archetypes for personalizing a player character's capabilities and your own unique play style
- 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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