

Open Adventure

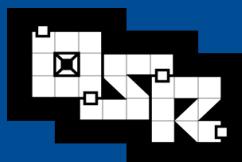
FANTASY & SCIENCE FICTION ADVENTURE GAME



BASIC RULEBOOK

READ THIS BOOK FIRST!

For any number of players ages 10 and up!



KYLE MECKLEM

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Open Adventure

FANTASY & SCIENCE FICTION ADVENTURE GAME



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Forward

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

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

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

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

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

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

Kyle Mecklem

29 October 2014

Part I: Introduction

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

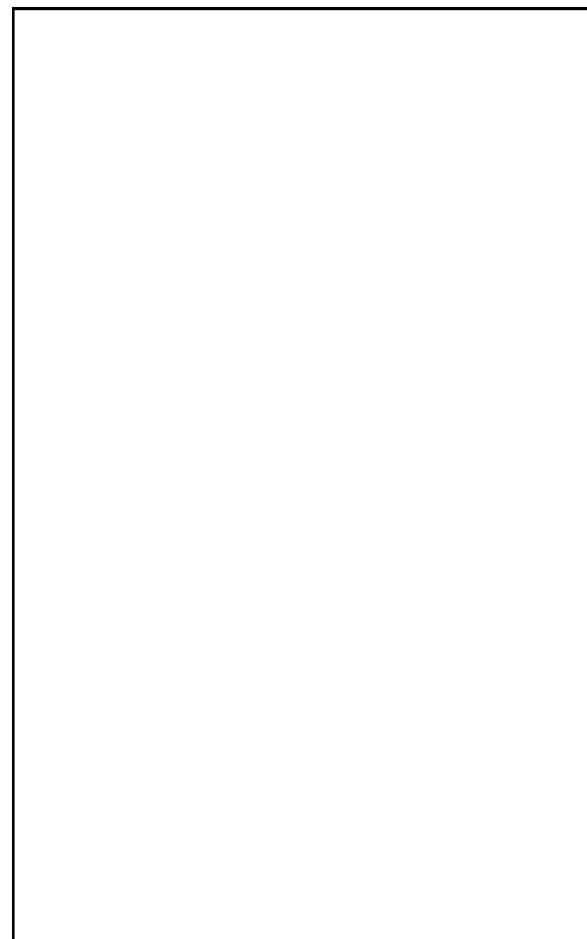
Open Adventure (OA) is best played with 2 or more people, though the game can be played solo with a few modifications to the base rules. This game is most enjoyable when played by a group of 2 to 9 people, though in theory any number of players may participate. Unlike other games, this game does not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

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

“BIEM” Rulebook Series

This book (called the **BASIC RULEBOOK**), along with the **GAME KEEPER’S RULEBOOK (GKR)**, 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 GKR should *only* be read and used by the player who chooses to take on the role of the Game Keeper.



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

Three other rulebooks are available—each provides more rules for things such as character skills & talents, traveling overland or through space, starship

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

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

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

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

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

OA was designed to be modular, allowing the use of some, or all of the rules from each rulebook. Once familiar with the rules use them as a guideline to create your own: enemies, treasures, technology and more.

How to Use This Book

This rulebook has been divided into six sections.

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 88.

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

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.

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

Golden Rules

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

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

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

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 88.

Game Setup

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

Each game session is called an **Adventure**. Adventures can last as long as players and the GK 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 GK. Several related adventures played over a series of game sessions are known as an **Expedition**.

It's the GK'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 Keeper or pre-created by someone else such as a friend.

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

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

Setup & Preparation

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

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

During the adventure, players with characters that have attained level 1 or higher should be able to refer to this rulebook whenever they wish. Players who are playing for the first time, or who have a character that has not yet reached level 1, are instead encouraged to read the first chapter, and then discover *Open Adventure* through interaction and exploration; not through the rules of the game. Players should *never* be allowed to read the rules from the Game Keeper's rulebook until they take on the mantle of GK. The excitement and mystery of monsters, aliens and magic could be spoiled if someone reads the Game Keeper's rulebook before they are ready.

Player Roles & Responsibilities

THE MAPPER: The GK describes what the characters can see, smell and hear around them. One player should draw a map according to the Game Keeper's descriptions of the surrounding area; that player is called the **Mapper**. One or more PCs should be

tasked with drawing a map, though one player must make a real game map (lest the players forget the way their adventurers traveled and become hopelessly lost). The map should be kept at the center of the table so all can clearly see its layout. Only pencil should be used when drawing the map for easy correction of mistakes or errors in the sketch as the party moves forward on their adventure and the surrounding area is revealed. Eventually, the GK's and players' maps should look more or less alike.

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

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

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

However, individual items that are used only by one character should be tallied and monitored by the player whose character owns the items. Any party or group loot should be noted on a separate piece of paper by the **Quartermaster**. The quartermaster should make sure to keep a detailed record of the amount of each item, the condition or status of the item, the perceived worth or appraisal of any treasure and where each piece of equipment is being stored. When the GK 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 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 wants to fight the characters. An enemy may be anything from a ferocious dragon or alien mutant to an angry merchant. For game purposes any character that's not a player character (PC) is an NPC. Any NPC that is unfriendly or hostile towards a

player character is an enemy.

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

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

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

Enemies have levels as well. An enemy's level indicates how ferocious and difficult they are to battle in combat.

How To Use The Dice

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

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

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

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

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

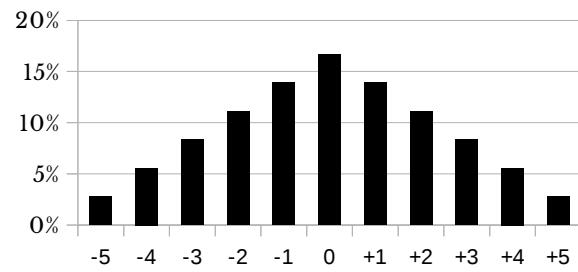
STANDARD DICE ROLL RESULTS

	□	□	□	□	□	□
□	0	-1	-1	-1	-1	-1
□	+1	0	-2	-2	-2	-2
□	+1	+2	0	-3	-3	-3
□	+1	+2	+3	0	-4	-4
□	+1	+2	+3	+4	0	-5
□	+1	+2	+3	+4	+5	0

- If the lowest number rolled was on the 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** (or simply "roll" for short) throughout *Open Adventure*. For an example of how dice rolls are used during game combat, see page 79.



Advantage & Disadvantage

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

Advantages and Disadvantages are never cumulative. A character can never have more than one Advantage or Disadvantage at one time. If circumstances ever grant a character to have both Advantage *and* Disadvantage simultaneously for the same roll, the two effects cancel and the character loses both.

Dice Alternatives

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

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

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

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

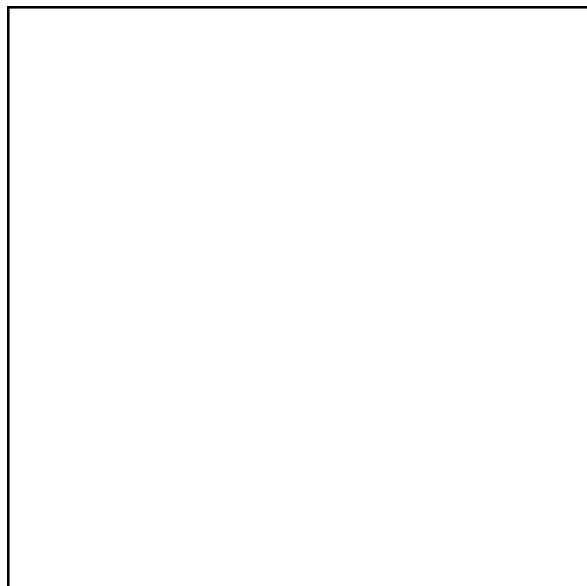
If Fudge™ Dice are not available, normal six-sided dice can be converted into these special dice by writing on them with a permanent marker. Using the marker, draw an “X” symbol on the die face where the “1” and “5” pips are located. Next, draw a diagonal “-” symbol (from one corner to the next) on the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

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

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

HANDS & FINGERS: If no materials are available, when a die roll is needed two players can count to three and—in rock-paper-scissors fashion—simultaneously reveal zero, one, two, three, four or five fingers each.

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



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

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

Object Of The Game

In most games the concepts of “winning” and “losing” are important. However in OA these conditions do not apply!

The players and Game Keeper do not play against each other, even though the GK does play the roles of the enemies that threaten the players. The job of the Game Keeper is to remain fair, neutral and not take sides. They act as a guide or referee, the person who offers challenges for the players to overcome, keeps the action flowing and provides an exciting and daring adventure for the players.

Players have fun by overcoming daring obstacles, finding valuable treasures and solving complex puzzles as a team. But doing so does not mean the game has been “won”. Likewise the game is not “lost” if a player’s character perishes on some far off frontier. When a player character dies the controlling player can simply create a new character to later join the adventuring party and continue playing. A good *Open Adventure* campaign is like a collaborative fantasy or science fiction novel, written by the players and GK 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 need to do to create a new player character for the *Open Adventure* game. In a two-person game, a player 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 abilities: **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 92) to better understand the form it takes.
2. Read the section on character **Primary Abilities** (page 8) and **Secondary Abilities** (page 9), then roll 2D to choose a **Species** (page XYZ) for your character. Afterwards, roll another 2D to determine which **Subrace** your character will be. Write down the species' default primary abilities, **Perks**, traits, and any modifications and **Alignment** of their subrace.
3. Choose one **Archetype** (page XYZ), for your character, then write down any bonuses, penalties and perks your PC receives.
4. Choose one **Trade** (page XYZ) for your character to pursue. If your character's primary traits are below the minimum requirements, they must perform a qualification test to see if they can join. If they fail, they cannot enter that trade, and must pursue another trade. Characters may only attempt to qualify once per trade, but may make one re-roll for a qualification test of your choice. Choose one **Profession** (page XYZ) that fits within the chosen trade.
5. Customize your character with 5 additional **Character Points** (page 28) added to any of your character's primary abilities. No primary ability (except "Magic") can have less than 1 point, and no primary ability can have more than 10 points total.
6. Set aside a section of the paper for **Experience Points (XP)**. As a new character, write down "0" for the amount of starting XP. Next, 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 ability numbers.
7. Determine all of your character's secondary abilities and additional details.
8. Your character begins with 1D to 5D starting currency (depending on their trade's standard of living). Player characters can use this money to purchase equipment before game play begins (see step 10 below).
9. Consult the tables of **Weaponry, Armor and Expedition Equipment** (starting on page 37) then purchase gear the player character chooses—within the limits of his or her starting currency amount. Write down what your character purchased on the back of the paper. Deduct any money spent buying equipment.
10. Now that you know what type of weaponry your character will be using, determine his or her **Attack (ATK)** ability 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".
11. Find the character's **Defense (DEF)** ability by adding their Dexterity ability to their armor's Protection rating. Write the new number in a section marked "Defense".
12. Name your character and imagine a suitable personality, background story and profession (a job 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. Roll 2D twice to determine your PC's Species & Subrace.
2. Choose an Archetype.
3. Choose a Trade and make a standard roll for an entry test to see if your character qualifies.
4. Choose (or make up) a Profession.
5. Customize your character with 5 additional character points.
6. Calculate secondary abilities, then apply any bonuses, penalties or Perks from archetypes, species, subrace and/or trade.
7. Begin with 1D to 5D (depending on your PC's standard of living) initial currency, and buy starting weapons, armor and expedition gear.
8. Determine Attack and Defense abilities.
9. Choose a name, personality and background for your player character.

If any problems or questions come up while creating your character, double-check with the character creation example on page 35, or consult with the Game Keeper.

Primary Abilities

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

Primary abilities represent different attributes of a PC. There are seven primary abilities: Strength, Perception, Intelligence, Dexterity, Charisma, Vitality and Magic. Primary abilities are represented by a number of **Character Points (CP)** which denote how powerful the character is in a particular ability.

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

Optional Magic Trait

At the GK'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 ability should have 0 character points assigned to it.

For more information and a list of magic spells and psionics to choose from, see page 68.

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

Strength (STR)

"Strength" is a measure of a character's muscular power and physical brawn. This ability affects how much weight a character can carry and what feats of strength (such as bending bars or lifting portcullises) they can perform. Strength is particularly important to warriors, but also crucial to anyone who is likely to engage in hand-to-hand combat.

- **Melee Combat:** Characters' Melee Attack score is equal to their Strength plus their melee weapon's damage score (see page 13).
- **Weight Carried:** The amount of equipment weight characters can carry on their person is determined by their Strength. Characters can carry weight up to 10 times ($x10$) their Strength, push or pull weight up to 20 times ($x20$) their Strength and lift weight up to 40 times ($x40$) their Strength (see page 57).

Perception (PER)

"Perception" refers to eye-hand coordination, attention to detail and natural intuition. Perception is particularly important to marksmen, but also crucial to anyone who wishes to remain keen and alert to their surroundings.

- **Initiative:** Characters' combat Initiative score is equal to their Perception (see page 77).
- **Ranged Combat:** Characters' Ranged Combat score is equal to their Perception plus their ranged weapon's damage score (see page 14).

Intelligence (INT)

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

- **Skills:** Characters begin the game with a number of Skill Points equal to their Intelligence (see page 10).
- **Languages:** Characters begin the game with a number of Language Points equal to their Intelligence (page 11).
- **Magic:** Characters can memorize up to a number of magical spells and/or psionics equal to their Intelligence (see page 71).

Dexterity (DEX)

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

- **Unarmed Combat:** Characters' Unarmed Combat score is equal to their Dexterity (see page 14).
- **Defense:** Characters' Defense score is equal to

their Dexterity plus their armor's protection score (see page 14).

- **Reflex Save:** Characters' Reflex Save score is equal to their Dexterity (see page 12).

Charisma (CHA)

"Charisma" is a combination of personal appearance, charm and leadership ability. Additionally Charisma is a measure of a character's steadfastness, willpower and convictions. Charisma is particularly important to leaders, but also crucial to anyone who is likely to persuade, intimidate or lead other characters.

- **Valor & Wisdom:** Characters begin with a number of points equal to their Charisma that can be placed in their Valor and/or Wisdom (both are used to determine how NPCs react to the presence of the character—see page 18).
- **Willpower Save:** Characters' Willpower Save score is equal to their Charisma (see page 12).

Vitality (VIT)

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

- **Health:** Characters' begin with a Health score equal to their Vitality (see page 9).
- **Stamina:** Characters' begin with a Stamina score equal to their Vitality (see page 9).
- **Fortitude Save:** Characters' Fortitude Save score is equal to their Vitality (see page 12).

Magic (MAG)

"Magic" represents the innate ability for a character to harness unseen but potent supernatural powers. In a medieval fantasy campaign magic wielders tap into an arcane realm of occult possibility known as **Spells**. For science fiction campaigns, characters with **Psionic** powers can draw energy from a mysterious *"paraforce"*. Magic is particularly important for Arcanists and Disciples, but are crucial for any character who wishes to harness magical powers.

- **Mana/Psi:** The number of Mana Points and/or Psi Points a character has is equal to their Magic (see page 68).

Secondary Abilities

Secondary Abilities are an extension of primary abilities. Secondary abilities represent specific sub-characteristics of PCs and NPCs. Secondary abilities are represented by individual points, but each secondary ability score is based off a specific primary ability.

There are 14 secondary abilities: Health, Stamina, Skills, Languages, Fortitude, Reflex, Willpower, Initiative, Valiance/Wisdom, Melee Attack, Ranged Attack, Unarmed Attack, Defense and Mana/Psi.

SECONDARY ABILITIES

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

♥ Health

New characters begin the game with a number of Health Points equal to their Vitality.

"Health" is represented by a number of **Health Points** (HP or ♥). HP are a measure of how many points a character can lose before they die. A character with many Health Points suffer more damage, and is more likely to survive, compared to a character with less HP.

A character with 0 (or less) Health Points has succumbed to their wounds and immediately dies. Details about character death can be found in **PART 4: THE ADVENTURE** on page 58.

⚡ Stamina

New characters begin the game with a number of Stamina Points equal to their Vitality.

"Stamina" represents a character's endurance, energy and resistance to fatigue. Characters start the game with a number of **Stamina Points** (SP or ⚡) equal to their Vitality. Certain Perks, actions, magic and equipment may reduce a character's Stamina Points for special effects or benefits.

If a character runs out of Stamina, they may not spend additional SP until they regain at least 1 Stamina Point. However, if a character takes additional SP damage (such as from a magical effect) they

lose HP, instead.

FOR EXAMPLE, a player character with 0 Stamina Points who takes 2 SP damage loses 2 HP, instead.

Skills

New characters begin the game with a number of Skill Points equal to their Intelligence ability.

“Skills” are general actions that characters can attempt to perform during their adventures. Before characters perform a skill, the player describes to the Game Keeper what their character attempts 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

If the GK feels a character’s ability to complete an action is uncertain—and the situation carries the possibility of consequences if the character fails their attempt—they the player to perform a **Skill Test**.

A Skill Test is a standard roll (page 4), and the result is applied to the primary ability number that is most appropriate for the action.

FOR EXAMPLE, imagine a character wished to arm wrestle an opponent. The GK determines the character should perform a Skill Test to see if they’re successful. The Game Keeper decides the Strength ability is the logical primary ability to test. The player adds the modifiers from a standard roll to the PC’s Strength ability.

If the result of a Skill Test is equal to or greater-than 10, the test is successful. An unsuccessful Skill Test means the character has failed at performing the action and suffers any consequences associated with that.

Skill Test Difficulties

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

FOR EXAMPLE, a padlock made of superior materials and craftsmanship may be more difficult to pick than a normal lock. The Game Keeper may decide a character needs to roll a 12 or higher, instead of a 10, for a successful Skill Test.

Circumstances can change the Target Number of a Skill Test to anything from 1 to 20. The default TN is 10, and increases to the maximum difficulty of 20.

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 provide an edge or hinderance to the situation at GK’s choice.

Skill Points

If a PC or NPC is particularly skilled in a specific action type, they may have one or more **Skill Points** associated with the related primary ability. Skill points are a permanent bonus or detriment in the form of positive or negative modifiers (e.g. +1 or -2) which are applied to a primary ability—but used only when performing a Skill Test.

New characters begin the game with a number of Skill Points equal to their Intelligence ability. Players may assign Skill Points to their character’s Strength, Perception, Intelligence, Dexterity or Charisma primary abilities (Vitality and Magic cannot have Skill Points assigned to them).

For every positive Skill Point allocated this way, add +1 to the Skill Test when that ability is being tested for its skill. Inversely, characters suffer -1 for every negative Skill Point on a primary ability that is being tested for its skill. These positive and negative modifiers are used *only* during a Skill Test.

FOR EXAMPLE, a character is swimming through treacherous waters. The GK decides a Skill Test must be performed by the player character to determine if they can remain afloat. The Game Keeper has the PC test their Strength ability. Unfortunately for the character, they suffer a -1 Skill Point for Strength Skill Tests. The player rolls a +1, which becomes a 0 because of the -1 detriment (+1 – 1 = 0).

Secret Skill Tests

Some special Skill Tests have dice rolled in secret by the GK instead of the player, and such Skill Tests appear successful to the character attempting the action (unless failure is obvious), but may have secretly failed. Only the GK knows for certain!

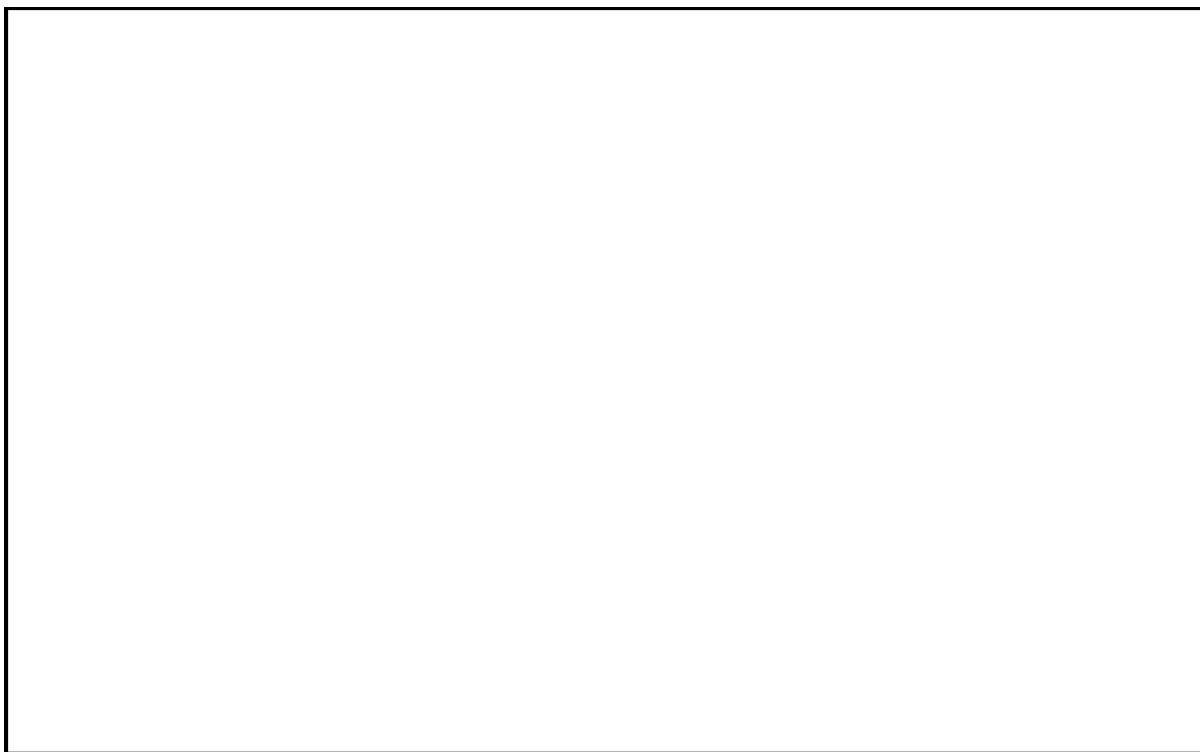
Repeatable Skill Tests

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

Instead, the Game Keeper can decide that the circumstances that led one character to fail will make 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 ability number). Next, that character, and all others who are trying to help, should make Skill Tests. The GK 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 they suffer.

Languages

New characters begin the game with a number of Language Points equal to their Intelligence primary ability. These points may be placed in multiple languages, if desired.

When PCs wish to speak with characters of other 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 fantasy and science fiction species.

However, many NPCs speak their own language, including humans, named after their species (e.g. klangons speak “*klangon*”).

At the GK's discretion, players may choose for their character to know different or additional languages of varying fluency. Players may assign a number of **Language Points** equal to their character's Intelligence primary ability to one or more languages. Alternatively, players may randomly choose one or more languages by rolling 2D and consulting the table on page 12.

Language Points can be assigned to one language or spread across multiple languages. Characters with 5 or more LP in a language are considered to be “*fluent*” in that language.

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

A Language Test is performed similar to a Skill Test except Language Points are only added to the testing character's Intelligence ability. If a character's language test meets or beats the target number of 10, they successfully understand the language.

FOR EXAMPLE, a character with an Intelligence 8 attempts to understand the megalisk language. The character has 2 Language Points allocated to megalisk, giving the character a total of 10. The controlling player makes a standard roll with a result of +1, giving a total of 11 ($8 + 2 + 1 = 11$), successfully understanding megalisk.

Guild Languages

Often times guilds, orders and factions—especially those which are a secret society—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 GK'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 who is also a member.

However, because the passwords and secret gestures are always changing, if a character leaves a guild at some point, they soon find themselves not knowing what new secret sayings meant and grow more distant from the guild's secret language as time carried on.

Likewise, guild languages change not just over time, but also at great distances. 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 leaves the guild, they lose 1 guild Language Point assigned for that guild equal to the number of years since they left the organization.

Save Tests

A **Save Test** represents the chance for a special attack or effect to be avoided—or reduced. There are three types of Saves every character possesses:

FORTITUDE: "*Fortitude Save*" represents a character's immune system, hardiness and physical resilience. A strong Fortitude allows characters to resist poisons, diseases and other ailments. Characters begin with a Fortitude Save score equal to their Vitality.

REFLEX: "*Reflex Save*" represents a character's responsiveness, reflexes and knee-jerk reactions to dodge out of the way of incoming dangers from attacks, traps or falling rocks. Characters begin with a Reflex Save score equal to their Dexterity.

WILLPOWER: "*Willpower Save*" represents a character's mental discipline, sanity and mental resistance to coercion, charm and panic. It also represents a character's courage and mental focus. Characters begin with a Willpower Save score equal to their Charisma.

A Save is tested by performing 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 chosen by the GK (a number between 1 through 20, with a default of 10 unless stated otherwise); the Save Test is successful. A successful Save Test means the amount of damage suffered is reduced by one-half or the attack effect is negated. An unsuccessful Save means the character takes full damage or effect.

LANGUAGES

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

Note that saving against certain magic requires a character's Save Test to equal to exceed the magic caster's Magic ability number. See page 74 for details on saving against magic.

Damage Resistances

Adventurers may have exceedingly strong or exceptionally weak resistances against certain **Damage Types** (see page 60).

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

- **VULNERABLE:** Each time a character suffers damage from a damage type they are vulnerable towards, they suffer double damage, instead.
- **WEAK:** Each time a character suffers damage from a damage type they are weak towards, they must perform a Save Test (see page 60 to determine which Save Test): If they fail, they suffer double damage, instead.
- **NORMAL:** The default stance most characters have towards the majority of damage types. No additional damage is suffered or negated from a normal **Damage Resistance**.
- **STRONG:** Each time a character suffers damage from a damage type they are strong towards, they may perform a Save Test (see page 60 to determine which Save Test): If they fail, they suffer half damage, instead.
- **IMMUNE:** A character is immune from the damage and effects of a damage type that they're immune towards.

Players determine their character's damage resis-

tance when a damage type inflicts 1 or more points of damage. The appropriate Save Test (as outline on page 60) is performed before damage is assigned.

FOR EXAMPLE, an adventurer gets stabbed with a sword (which is considered both kinetic and pierce damage). If the defending character was “strong” against kinetic damage, they would perform a Save Test. If successful, they would suffer half-damage, instead.

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

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

When counting in this manner, always begin with immunities and vulnerabilities before counting weaknesses and strengths.

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

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

Note: Some items or equipment may grant its bearer temporary resistances to certain damage types.

Initiative

Before combat, characters have the chance to make an **Initiative Test**, in an attempt to be the first to act in battle. Characters begin with an Initiative score equal to their Perception. See **PART 6: COMBAT** on page 77 for details about Initiative.

Valor & Wisdom

When NPCs first see or interact with another character, their perception and initial reaction of that character is affected by the overall mannerisms, characteristics and appearance of that character. An NPC's reaction will affect their outlook and actions towards

that character. NPC perceptions of another character are dependent on two characteristics:

VALOR: “*Valor*” is a measurement of a character's courage, boldness and determination. A character with a high Valor score is often willing to take on difficulties others would not dare face. Their gallantry is tempered by the experience of many dangerous deeds performed in past adventures. A character with a high Valor score is judged by their peers by their actions, rather than their judgments.

WISDOM: “*Wisdom*” is a measurement of a character's sagacity, discernment and insight. A character with a high Wisdom score often posses knowledge of what is true or right, coupled with just and prudent judgment. Their understanding and sapience is learned through a lifetime of experiences. A character with a high Wisdom score is judged by their peers by their wise sayings, teachings and precepts, rather than their deeds.

Valor and Wisdom may affect social interactions with NPCs, provide a character with previously unattainable options, and rally the support and allegiance of retainers. Characters with a high Valor or Wisdom are more likely to compel a positive reaction from NPCs they meet and interact with. Characters who respect bold action or valiant deeds, such as a mighty barbarian, will be persuaded by a Valor test. Characters who appreciate prudent thought and judicious decisions, such as an experienced psionicist, will be persuaded by a Wisdom Test, instead.

Valor and Wisdom tests are performed in the same manner as a Skill test. The player character performs a standard roll and applies the result to their Valor or Wisdom (depending on the perceiving NPC). If they meet or beat a specific TN, the test is successful.

Attack & Defense

When a character finds themselves in combat, they rely on their **Attack** and **Defense** abilities. For more information about combat, see **PART 6: COMBAT**.

Attack

“*Attack*” is a representation of how well a PC can fight and deal damage to enemies when in combat.

There are three types of Attack:

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

Melee Attacks

Melee Attacks are a measure of how well a character can use a melee weapon during combat, and of the quality of the weapon being used.

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

Ranged Attacks

Ranged Attacks are a measure of a character's hand-eye coordination and precision in hitting weak points of a target, and of the accuracy and lethality of the ranged weapon being used.

FOR EXAMPLE, a character with a Dexterity of 5 wearing an armor of 2 Protection has a total Defense of 7 ($5 + 2 = 7$).

Unarmed Attacks

Unarmed Attacks are any form of kicks, strikes, traps or grapples that do not involve weapons. Characters with a high Dexterity ability are skilled unarmed fighters because of their nimbleness, speed and flexibility to win fights. Note: Some special weapons, known as "*Unarmed Weapons*", may be used during Unarmed Attacks.

Attack Damage

Every weapon used in combat has a **Damage** number. To determine the Attack number for 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 who is attacking with an assault rifle of 3 damage would have an Attack of 9 ($6 + 3 = 9$).

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

When performing an Unarmed Attack, the same process is used as described above except no weapon damage is added (unless the attacker is using a special "*Unarmed Weapon*"), and the attacker uses their Dexterity ability rather than their Strength or Perception.

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

1. Find the character's Strength, Perception or Dexterity 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 82.

Defense

"*Defense*" is a rating of a character's passive defense from attacks from enemies. Defense is calculated the same as an attack, but uses a character's Dexterity ability number and the Protection number of any armor worn. Every armor has a Protection number.

Magic Points

Characters receive a number of magic points equal to their Magic ability. Magic points come in two general types: **Mana Points (MP)**, which represent mystical powers commonly found in a medieval fantasy adventure, and **Psi Points (PSI)**, which represent the mysterious psionic powers of the mind. See PART 5: MAGIC on page 68 for more on magic.

Step-By-Step Character Creation

Before playing the game, each player must choose a number of abilities, characteristics and other details for their character, to paint a picture and tell a story of their character's culture & ancestry. A PC's ancestry serves as the back story of the character they will create from the moment they were born to the moment the GK's adventure begins. Character backgrounds include a creature's species, homeland, culture, alignment, subrace, archetype, profession and other details.

I. Select a Species & Subrace

Roll 2D and consult the table on page 15 to determine your character's species. Next, roll 2D and consult the chosen species' available subraces to determine which subrace they are.

From the far reaches of space to deep dungeons, the fantastic realms of fantasy and science fiction adventures are full of unique and colorful creature types.

Creature types are referred to as **Species**. Each species carries with it an array of strengths, weaknesses and abilities. You don't have to know all the personality traits of a creature type to begin playing it; if in doubt, make it up!

To begin, each player must roll 2D and consult the table on page 15 to determine the species of their character. Each player may choose to "*mulligan*" once by re-rolling the dice. However, if a player chooses to mulligan, they *must* use the second dice result. If a player rolls the same result twice, they may choose to add or remove 1 point from the result, instead. Alternatively, at the GK's discretion, players may simply select one species of their choosing, instead.

After a species has been selected, write down all the details listed for that creature type. Please note that many of the scores listed will change as additional steps are made in the character creation process.

Information about each species is as follows:

STARTING ABILITIES: Each species begins with a default score for each of their primary abilities. Write these numbers down as they will change in each step of creating a character. For details on primary abilities see page 8.

COMMON SPECIES

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

RACIAL PERKS: Each species begins the game with four Perks. Perks are special abilities that they can use. After writing down the available Perks, see page 29 for details on how each Perk works. Note that some Perks may take up two or more “slots” of Perks. In such a case, the player must choose which Perk will be relinquished to accommodate the larger Perk.

TRAITS: Traits are special characteristics that describe the general attitudes, behaviors and demeanors of a species. When a character performs an action that is within their Trait, they may perform that action with Advantage. See page XYZ for details on Traits.

SPEED: A character’s Speed score determines how many spaces they may move per half-turn action during Tactical Time. For details on movement, see page 54.

SIZE: Species vary greatly in both height as well as weight. Characters have a Size and Body Type, dependent upon their Species type. See page 32 for details and a list of different character heights and weights.

With the GK’s permission, players may create their own custom species, or play one not listed in this book. Steps for creating custom species can be found on page 23. Additionally, players may combine any two species together in a unique “half breed” form (see page 23).

Subraces

Each species has three Subraces available. Subraces are variations of the parent species’ genealogy. Subraces are known to gather and live together in unique societies that share the same arts, beliefs, customs and predominating attitudes, values and behaviors of an entire culture—although it is possible individual characters may not share the same traditions, activities or values as their own subrace. Each adventurer is assumed to have been raised, trained or otherwise steeped for many years in the culture of their subrace.

Players must roll 2D and consult their species’ available subraces to determine if their adventurer is of a “common”, “uncommon” or “rare” subrace.

FOR EXAMPLE, A player determines their “human” PC’s subrace by rolling 2D. They roll a 7, which denotes a subrace of “purebred”.

Alternatively, at the GK’s discretion, players may simply select one subrace of their choosing, instead.

Write down all the details of the selected subrace onto a piece of paper. Information about each subrace is as follows:

POPULATION: Denotes whether a subrace’s populace is common (2-7 on the above 2D roll), uncommon (8-10) or rare (11-12).

ABILITY MODIFICATIONS: Each subrace changes three primary abilities by either adding or removing character points from the species’ default primary ability scores.

ALIGNMENT: The prevailing culture of a subrace impresses a default moral Alignment on an adventurer. New characters begin the game with one or more virtues or vices that are a part of the subrace’s default Alignment. See page 32 for rules concerning Alignment.

BONUS TRAIT: Each subrace has one Trait associated with it. Characters gain the Trait of their subrace. See page XYZ for rules concerning Traits.

Human

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

Starting Abilities: Strength 4, Perception 2, Intelligence 6, Dexterity 2, Charisma 2, Vitality 4, Magic 0

Racial Perks: Enhanced Initiative, Proficient Climb, Proficient Swim, Fast Sprint

Traits: Adaptable, Driven – **Speed:** 6

Size: Medium height with average body

Human Subraces**PUREBRED HUMAN**

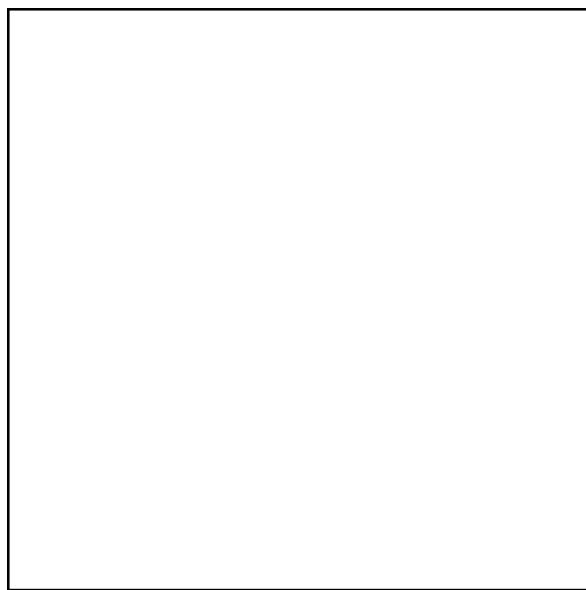
Population: Common (2-7 on 2D)

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

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

Alignment: Neutral

Bonus Trait: Hopeful



HIGHBORNE HUMAN

Population: Uncommon (8-10 on 2D)

A select few humans have been bred or evolved to a higher level of existence. These humans often possess superior intelligence, super powers or advanced physical skills and talents.

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

Alignment: Good

Bonus Trait: Thoughtful

PROTOHUMAN

Population: Rare (11-12 on 2D)

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

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

Alignment: Evil

Bonus Trait: Wild

Fantasy Species

Catfolk

Catfolk are several sub-races of feline-human hybrids. They are large bi-pedal humanoids with a feline head, claws, fur and tail. The colors and markings of their fur can vary greatly from one of a tiger, lion or leopard. Catfolk are very tribal, keeping few records of their past.

They share a tight bond with one another and are extremely loyal to their kin. Their focus and courage in battle is known in far away lands.

Starting Abilities: Strength 2, Perception 4, Intelligence 2, Dexterity 6, Charisma 4, Vitality 2, Magic 0

Racial Perks: Low-light Vision, Natural Pelage, High Jump, Nimble Fall

Traits: Impassioned, Flexible – **Speed:** 6

Size: Medium height with slim body

Catfolk Subraces

MOUNTAIN FELINE

Population: Common (2-7 on 2D)

An often reclusive clan of felines that prefer to take refuge in and hunt the rocky lands of nearby mountains, below the timberline. Mountain felines are known to be very spiritual and stalwart in their beliefs.

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

Alignment: Good

Bonus Trait: Reserved

SAVANNA FELINE

Population: Uncommon (8-10 on 2D)

Made of noble prides, savanna felines live in close packs of family members. Their golden-brown fur helps disguise them enemies and prey alike. Savannah felines live in a culture of survivalism and family mores.

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

Alignment: Evil

Bonus Trait: Protective

JUNGLE FELINE

Population: Rare (11-12 on 2D)

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

Alignment: Good

Bonus Trait: Scrupulous

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

Starting Abilities: Strength 4, Perception 2, Intelligence 2, Dexterity 2, Charisma 4, Vitality 6, Magic 0

Racial Perks: Quadruped, Fast Sprint, Natural Attack, Low-light Vision

Traits: Honest, Easygoing – **Speed:** 7

Size: Medium height with stout body

Centaur Subraces

SYLVAN CENTAUR

Population: Common (2-7 on 2D)

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

Alignment: Good

Bonus Trait: Enthusiastic

STEPPE CENTAUR

Population: Uncommon (8-10 on 2D)

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

Alignment: Good

Bonus Trait: Restless

DESERT CENTAUR

Population: Rare (11-12 on 2D)

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

Alignment: Neutral

Bonus Trait: Stoic

Dragonkin

Dragonkin are a dragon-like creatures with colored scales, flightless wings, large tails and sharp-fanged maws. However, dragonkin walk upright on two legs, wear clothes and use their hands similar to humans. Most dragonkin live a nomadic, albeit barbaric, lifestyle, and avoid dealings with humans, and elves.

Dragonkin tend to be prideful, imposing and consider themselves superior to most other races. Many have a lust for rare metals and fine metalworking.

Starting Abilities: Strength 6, Perception 4, Intelligence 2, Dexterity 2, Charisma 2, Vitality 4, Magic 0.

Racial Perks: Gliding Wings, Large Tail, Cold Blood, Breath Attack

Traits: Fierce, Brave – **Speed:** 5

Dragonkin Subraces

GREENSCALE

Population: Common (2-7 on 2D)

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

Alignment: Evil

Bonus Trait: Unshakable

REDSCALE

Population: Uncommon (8-10 on 2D)

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

Alignment: Evil

Bonus Trait: Vengeful

BLUESCALE

Population: Rare (11-12 on 2D)

Ability Modifications: -1 PER, +1 CHA, +1 VIT

Alignment: Neutral

Bonus Trait: Pragmatic

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; dwarfs love grand feasts and strong ale. They can be dangerous opponents, able to fight with any weapon, melee or ranged. They admire craftsmanship and are fond of gold and stonework. Dwarfs are stalwart against poisonous and magical influences.

Starting Abilities: Strength 4, Perception 2, Intelligence 2, Dexterity 2, Charisma 4, Vitality 6, Magic 0

Racial Perks: Poison Resistance, Dark Vision, Evil Resistance, Proficient Climb

Traits: Protective, Reserved – **Speed:** 6

Size: Small height with stout body

Dwarf Subraces

MOUNTAIN DWARF

Population: Common (2-7 on 2D)

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

Alignment: Good

Bonus Trait: Patient

HILL DWARF

Population: Uncommon (8-10 on 2D)

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

Alignment: Good

Bonus Trait: Dutiful

DEEP DWARF

Population: Rare (11-12 on 2D)

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

Alignment: Evil

Bonus Trait: Hardhearted

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

Starting Abilities: Strength 0, Perception 4, Intelligence 4, Dexterity 2, Charisma 2, Vitality 2, Magic 6

Racial Perks: Spell Resistance, Low-light Vision, Speak with Animals, Enhanced Hearing

Traits: Witty, Self-Assured – **Speed:** 7

Size: Medium height with slim body

Elf Subraces

WOOD ELF

Population: Common (2-7 on 2D)

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

Alignment: Neutral

Bonus Trait: Merry

HIGH ELF

Population: Uncommon (8-10 on 2D)

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

Alignment: Good

Bonus Trait: Pragmatic

DARK ELF

Population: Rare (11-12 on 2D)

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

Alignment: Evil

Bonus Trait: Brooding

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.

Starting Abilities: Strength 2, Perception 2, Intelligence 4, Dexterity 4, Charisma 6, Vitality 2, Magic 0

Racial Perks: Dark Vision, Enhanced Hearing, Natural Concealment, Nimble Fall

Traits: Calm, Kind – **Speed:** 6

Size: Small height with average body

Gnome Subraces

WOOD GNOME

Population: Common (2-7 on 2D)

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

Alignment: Good

Bonus Trait: Witty

MOUNTAIN GNOME

Population: Uncommon (8-10 on 2D)

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

Alignment: Neutral

Bonus Trait: Charming

DEEP GNOME

Population: Rare (11-12 on 2D)

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

Alignment: Evil

Bonus Trait: Grim

Lupin

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

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

Starting Abilities: Strength 2, Perception 6, Intelligence 2, Dexterity 4, Charisma 4, Vitality 2, Magic 0

Racial Perks: Natural Attack, Natural Pelage, Sense Scent, Fast Sprint

Traits: Wild, Bold – **Speed:** 6

Size: Large height with slim body

Lupin Subraces

FOREST LUPIN

Population: Common (2-7 on 2D)

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

Alignment: Good

Bonus Trait: Protective

HILL LUPIN

Population: Uncommon (8-10 on 2D)

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

Alignment: Neutral

Bonus Trait: Enthusiastic

TUNDRA LUPIN

Population: Rare (11-12 on 2D)

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

Alignment: Neutral

Bonus Trait: Adaptable

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 where they live a primitive, tribal existence. Their culture is based on the ideals of courage and prowess in battle. Many Minotaurs adorn their bodies with tattoos, brands, piercings, paintings and primitive jewelry. Minotaurs are fierce opponents due to their brawn, horned heads and hot temperament.

Starting Abilities: Strength 6, Perception 2, Intelligence 2, Dexterity 4, Charisma 2, Vitality 4, Magic 0

Racial Perks: Dark Vision, Fast Sprint, Disease Resistance, Natural Attack

Traits: Fierce, Reckless – **Speed:** 5

Size: Large height with stout body

Minotaur Subraces

LABYRINTH MINOTAUR

Population: Common (2-7 on 2D)

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

Alignment: Evil

Bonus Trait: Vengeful

MOUNTAIN MINOTAUR

Population: Uncommon (8-10 on 2D)

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

Alignment: Evil

Bonus Trait: Suspicious

ELDER MINOTAUR

Population: Rare (11-12 on 2D)

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

Alignment: Neutral

Bonus Trait: Hardhearted

Satyr

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

Starting Abilities: Strength 2, Perception 4, Intelligence 6, Dexterity 4, Charisma 2, Vitality 0, Magic 2

Racial Perks: Natural Concealment, Speak with Animals, Enhanced Hearing, Speak with Plants

Traits: Humble, Charming – **Speed:** 6

Size: Medium height with average body

Satyr Subraces

FOREST SATYR

Population: Common (2-7 on 2D)

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

Alignment: Good

Bonus Trait: Impulsive

DARK SATYR

Population: Uncommon (8-10 on 2D)

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

Alignment: Evil

Bonus Trait: Grim

ANCESTRAL SATYR

Population: Rare (11-12 on 2D)

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

Alignment: Neutral

Bonus Trait: Thoughtful

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.

Starting Abilities: Strength 2, Perception 4, Intelligence 6, Dexterity 4, Charisma 2, Vitality 2, Magic 0

Racial Perks: Robot Physiology, Thermal Vision, Psionic Resistance, Natural Armor

Traits: Patient, Dutiful – **Speed:** 6

Size: Medium height with stout body

Android Subraces

TECHNICIAN ANDROID

Population: Common (2-7 on 2D)

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

Alignment: Neutral

Bonus Trait: Pragmatic

ASSISTANT ANDROID

Population: Uncommon (8-10 on 2D)

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

Alignment: Neutral

Bonus Trait: Talkative

COMBAT ANDROID

Population: Rare (11-12 on 2D)

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

Alignment: Neutral

Bonus Trait: Unshakable

Changling

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

Starting Abilities: Strength 4, Perception 2, Intelligence 0, Dexterity 6, Charisma 4, Vitality 2, Magic 2

Racial Perks: Shapeshift, Natural Concealment, Multi-Arm, Prolonged Breath

Traits: Flexible, Open Minded – **Speed:** 5

Size: Medium height with average body

Changling Subraces

METAMORPHER

Population: Common (2-7 on 2D)

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

Alignment: Neutral

Bonus Trait: Trusting

MIMICKER

Population: Uncommon (8-10 on 2D)

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

Alignment: Neutral

Bonus Trait: Charming

TRUE FORM

Population: Rare (11-12 on 2D)

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

Alignment: Neutral

Bonus Trait: Self-Assured

Genetic Clone

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

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

Starting Abilities: Strength 4, Perception 4, Intelligence 2, Dexterity 2, Charisma 2, Vitality 6, Magic 0

Racial Perks: Fast Heal, Enhanced Hearing, Disease Resistance, High Jump

Traits: Dutiful, Bold – **Speed:** 7

Size: Medium height with stout body

Genetic Clone Subraces

SOLDIER CASTE

Population: Common (2-7 on 2D)

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

Alignment: Neutral

Bonus Trait: Brave

SCOUT CASTE

Population: Uncommon (8-10 on 2D)

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

Alignment: Neutral

Bonus Trait: Resourceful

COMMAND CASTE

Population: Rare (11-12 on 2D)

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

Alignment: Neutral

Bonus Trait: Commanding

Insectoid

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

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

Starting Abilities: Strength 2, Perception 6, Intelligence 4, Dexterity 2, Charisma 4, Vitality 2, Magic 0

Racial Perks: Gliding Wings, Cold Blood, Multi-Arm, Natural Armor

Traits: Skittish, Talkative – **Speed:** 6

Size: Small height with slim body

Insectoid Subraces

HOPPER

Population: Common (2-7 on 2D)

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

Alignment: Neutral

Bonus Trait: Resourceful

ROACH

Population: Uncommon (8-10 on 2D)

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

Alignment: Neutral

Bonus Trait: Impatient

MANTIS

Population: Rare (11-12 on 2D)

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

Alignment: Neutral

Bonus Trait: Stoic

Xetos

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

Starting Abilities: Strength 6, Perception 4, Intelligence 2, Dexterity 2, Charisma 2, Vitality 4, Magic 0

Racial Perks: Enhanced Initiative, Disease Resistance, Psionic Resistance, Low-light Vision

Traits: Unshakable, Scrupulous – **Speed:** 6

Size: Large height with stout body

Xetos Subraces

WARRIOR BLOODLINE

Population: Common (2-7 on 2D)

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

Alignment: Neutral

Bonus Trait: Fierce

GUERRILLA BLOODLINE

Population: Uncommon (8-10 on 2D)

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

Alignment: Neutral

Bonus Trait: Impulsive

ELDER BLOODLINE

Population: Rare (11-12 on 2D)

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

Alignment: Neutral

Bonus Trait: Determined

Primapian

Primapians 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. Primapians are clever scavengers who cannibalize floating space debris and abandoned technology, repair it and then resell it to the right buyer for a respectable price.

Starting Abilities: Strength 2, Perception 2, Intelligence 4, Dexterity 6, Charisma 4, Vitality 2, Magic 0

Racial Perks: Prehensile Tail, Natural Pelage, Proficient Climb, Nimble Fall

Traits: Impulsive, Flexible – **Speed:** 7

Size: Small height with average body

Primapian Subraces

BABOON

Population: Common (2-7 on 2D)

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

Alignment: Neutral

Bonus Trait: Restless

TARSIER

Population: Uncommon (8-10 on 2D)

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

Alignment: Neutral

Bonus Trait: Cheerful

SILVERBACK

Population: Rare (11-12 on 2D)

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

Alignment: Neutral

Bonus Trait: Wild

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 an appearance ranging anywhere from that of a dinosaur, crocodile or serpent, except for the fact that they are bipedal. They are a nomadic hunter-gather race that prefers to travel the stars looking for worthy prey to track and hunt—both for sustenance and enjoyment.

Starting Abilities: Strength 4, Perception 2, Intelligence 2, Dexterity 4, Charisma 2, Vitality 6, Magic 0

Racial Perks: Cold Blood, Amphibious, Large Tail, Toxic Attack

Traits: Suspicious, Reckless – **Speed:** 6

Size: Large height with stout body

Reptoid Subraces

SPIKED-BACK

Population: Common (2-7 on 2D)

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

Alignment: Neutral

Bonus Trait: Wild

CRESTED-CROWN

Population: Uncommon (8-10 on 2D)

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

Alignment: Neutral

Bonus Trait: Vengeful

FLAT-TAIL

Population: Rare (11-12 on 2D)

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

Alignment: Neutral

Bonus Trait: Fatalistic

Squidlien

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

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

Starting Abilities: Strength 2, Perception 2, Intelligence 4, Dexterity 4, Charisma 6, Vitality 2, Magic 0

Racial Perks: Multi-Arm, Constriction Attack, Amphibious, Cold Blood

Traits: Flexible, Thoughtful – **Speed:** 6

Size: Medium height with average body

Squidlien Subraces

OCTOPOD

Population: Common (2-7 on 2D)

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

Alignment: Neutral

Bonus Trait: Adaptable

CUTTLEHEAD

Population: Uncommon (8-10 on 2D)

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

Alignment: Neutral

Bonus Trait: Skeptical

DEEPWATER

Population: Rare (11-12 on 2D)

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

Alignment: Neutral

Bonus Trait: Naive

Zultoss

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

Zultoss are tall and slim with broad shoulders and a narrow waist. Their eyes have an uncanny glow. Extending back from the crown of the head, zultoss have a bony crest giving their heads a long, sloped look.

Starting Abilities: Strength 2, Perception 4, Intelligence 2, Dexterity 0, Charisma 4, Vitality 2, Magic 6

Racial Perks: Psionic Resistance, Blindsight, Farsight, Enhanced Hearing

Traits: Scrupulous, Self-Assured – **Speed:** 6

Size: Medium height with average body

Zultoss Subraces

EMPYREAN PROGENY

Population: Common (2-7 on 2D)

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

Alignment: Neutral

Bonus Trait: Impassioned

ÆON PROGENY

Population: Uncommon (8-10 on 2D)

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

Alignment: Neutral

Bonus Trait: Steady

STARBORNE PROGENY

Population: Rare (11-12 on 2D)

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

Alignment: Neutral

Bonus Trait: Witty

Half Breeds

At the GK's discretion, the optional "*half breeds*" rules may be used by players to create unique species made from the combination of two separate species. Creating a half breed species follows the same steps as creating a pure breed character, except for the following differences:

1. CHOOSE TWO SPECIES: A player first decides which two separate species they wish to combine. Note that the GK may disallow certain combinations from forming, or rule that only certain species can breed with others.

2. MERGE ABILITIES: Add each starting primary ability from both species together, then divide the results by 2.

3. CHOOSE FOUR PERKS: Choose two Perks from each species that the half breed character will have.

4. CHOOSE TWO TRAITS: Choose one Trait from each species that the half breed character will have.

5. MERGE SPEED: Add together the Speeds of both species, then divide the result by 2 (rounding down).

6. COMBINE SIZES: If the two pure breed species are of same body heights or types (e.g. both large in height), then the half breed must be the same size. However, if the two species are sizes small and large, the half breed must have a medium size. Likewise, if the pure breed species are slim and stout, the half breed must have a body type of average. If the body heights or types are one size different (e.g. one parent race is small and the other medium), the player may choose between the two sizes that their new character will be.

7. DETERMINE SUBRACE: After the subracial roll (page 15) has been made, the player may choose which of the two eligible subraces (from either species) the half breed character will be.

Custom Species

In *Open Adventure*, you can create new custom creature types not listed in this book. When creating a new species, it is assumed playable characters are humanoids of the small, medium or large size. For exotic species of different sizes or body shapes, discuss the details with your Game Keeper to insure appro-

priate balance of capabilities.

1. NAME THE SPECIES: The species should be given an imaginative name that best describes the theme or style of the creature type.

2. ASSIGN ABILITY SCORES: Assign each of the species' seven primary abilities one of the following scores: 6, 4, 4, 2, 2, 2, 0. Additionally, a species' Speed should begin at 5 (slow), 6 (normal) or 7 (fast).

3. CHOOSE FOUR PERKS: Pick four Perks that fit the capabilities of your species. Read the list of available Perks starting on page 29.

4. CHOOSE TWO TRAITS: Pick two Traits that best fit the description, personality and physical capabilities of the species. Traits are explained on page XYZ.

5. CHOOSE THE SPECIES' SIZE: The species should either be small, medium or large. Each size can have one of three body types, which represents the girth of the character: slim, average or stout. See page 32 for character sizes.

6. CREATE THREE SUBRACES: Each creature type must have three subraces associated with them. Each subrace must either be common, uncommon or rare. Subraces have two primary traits that gain a +1 modification and one trait with a -1 penalty. Additionally, each subrace has a starting alignment of either good, neutral or evil. Lastly, each subrace gains one additional trait.

II. Select an Archetype

Choose one Archetype for your character. Record all of the abilities & characteristics of that Archetype.

Archetypes represent a life path chosen by an adventurer through a culmination of choices made throughout their background. Therefore, Archetypes can be thought of as a combination of broad characteristics, acumens and capabilities developed over years of training and experience.

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

FOR EXAMPLE, if you want your character to be a strong, courageous guardian who wields a spear or laser sword, you might be interested in your character being in the “warrior” archetype.

In total, there are seven Archetypes players can choose from: Arcanist, Disciple, Luminary, Fighter, Marksman, Scout and Warrior. The details of each Archetype are described below, starting on page 24.

Each player may select one Archetype of their choosing for their character. Note that the GK may disallow certain Archetypes, depending on the adventure.

ARCHETYPES

Archetype	Proficiency
Arcanist	Spells & psionics
Disciple	Religious & spiritual magic
Fighter	Unarmed combat
Luminary	Diplomacy, command & appeal
Marksman	Ranged combat
Scout	Skills & intellect
Warrior	Melee weapon combat

Arcanist

Ability Modifications: +1 MAG, +1 INT, +1 CHA, +1 SPD

Requisites: MAG, INT and CHA

Health: 1D-1 additional HP per level

The arcanist is perhaps the most misunderstood and least known of all the archetypes. Magicians and psionicists are known collectively as “arcanists”, and 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, their awe-inspiring spells can change the tide of battle. Arcanists devote years to disciplined study and mastery of their art. Their minds are centered and focused resulting in a formidable will.

Arcanist's Primary Requisite is Magic, and their two Secondary Requisites are Intelligence and Charisma. Arcanists gain +3 character points distributed evenly between their Requisites (+1 CP for each) and begin with +1 to their Speed.

Arcanist Perks

Arcanists choose one of two Perks, for each of their three Requisites (for a total of three Perks):

- **MAGIC (PRIMARY):** Magic Mastery or Mana Efficacy
- **INTELLIGENCE (SECONDARY):** Magic Memory or Sixth Sense
- **CHARISMA (SECONDARY):** Improved Ascendancy or Fast Replenish

Once chosen, these Perks cannot be changed later. See below for details on Arcanist Perks:

MAGIC MASTERY

Choose one of the following magic forms: blue magic, red magic, light magic or dark magic. Once chosen, you cannot change this selection later. You may automatically upgrade any spell or psionic of the chosen color to a higher Spell/Psionic Grade (see page XYZ) automatically.

ARCANIST MAGIC PERKS

Ability Score	Magic Mastery	Mana Efficacy
1-2	Magic Grade I	-2 MP/PSI
3-4	Magic Grade II	-1 MP/PSI
5-6	Magic Grade III	-
7-8	Magic Grade IV	+1 MP/PSI
9-10	Magic Grade V	+2 MP/PSI

The maximum Grade you may cast a spell or psionic at is determined by your Magic ability: Grade I if your Magic is 2 or less, Grade II if it is 3-4, Grade III if it is 5-6, Grade IV if it is 7-8 or Grade V if it is 9 or 10.

MANA EFFICACY

You may begin with more (or less) MP/PSI than normal. The number of mana and/or psi points is determined by your Magic ability: -2 MP/PSI if your Magic is 2 or less, -1 MP/PSI if it is 3-4, +1 MP/PSI if it is 7-8, +2 MP/PSI if it is 9 or 10. A Magic of 5 or 6 provides a normal amount of MP/PSI.

MAGIC MEMORY

You may be able to memorize more (or less) spells and/or psionics than normal.

ARCANIST INTELLIGENCE PERKS

Ability Score	Magic Memory	Sixth Sense
1-2	-2 Memorization	1 Intuition
3-4	-1 Memorization	2 Intuitions
5-6	-	3 Intuitions
7-8	+1 Memorization	4 Intuitions
9-10	+2 Memorization	5 Intuitions

SIXTH SENSE

You have a latent ability to sense things that others cannot. The number of natural intuitions you possess is determined by your Intelligence ability: You have 1 intuition if your Intelligence is 2 or less, 2 intuitions if it is 3-4, 3 intuitions if it is 5-6, 4 intuitions if it is 7-8 or 5 intuitions if it is 9 or 10.

For each intuition you have, choose one of the following special abilities:

- **Psi Sense:** You automatically sense other characters who can use psionics, up to a number of spaces equal to five-times (5x) your Magic score.
- **Comprehend Language:** Once per day, you gain +5 to a skill test involving understanding a language.
- **Postcognition:** You learn a fact about a single object, person or location within 10 spaces of you. You may ask the GK one question regarding the

object, so long as the answer can be either “yes” or “no”.

- **Future Glimpse:** Once per day make a standard roll. You may replace any standard roll you make with the roll you made this way. You lose the roll at the end of the day.
- **Clairvoyance:**

ARCANIST CHARISMA PERKS

Ability Score	Improved Ascendancy	Fast Replenish
1-2	-4 Ascendancy	4x Replenish Time
3-4	-2 Ascendancy	2x Replenish Time
5-6	-	-
7-8	+2 Ascendancy	$\frac{1}{2}$ Replenish Time
9-10	+4 Ascendancy	$\frac{1}{4}$ Replenish Time

IMPROVED ASCENDANCY

When making an Ascendancy test, you may gain a bonus (or penalty) to the test.

FAST REPLENISH

III. Choose A Trade & Profession

Choose one trade for your character. Your character must make an entry test to pursue that trade.

Trades are a broad sector of industry, business or commerce. Every character is assumed to have taken up one trade early in their life.

However, a character can only enter a trade if they first qualify for it. To qualify for a trade, the controlling player must compare the primary ability listed for the trade (e.g. “STR 3+”) with that of their character’s current primary ability (determined during “Step I: Select a Species & Subrace”, see page XYZ). If the character’s primary ability is equal to or greater than the listed ability for the trade, they are considered qualified for and may pursue the desired trade.

If, however, the character’s primary ability is less than the score listed for that trade, they may not enter the trade unless they attempt to qualify. Characters may only attempt to qualify for a trade once. To attempt to qualify, make a standard roll (see page XYZ) and apply the result to the primary ability of your character. If the total is equal to or greater than the score required, your character passes any tests or exams and is considered qualified, and may immediately enter that trade.

Alternatively, a player may choose for their character to take the “*primitive*” trade at any time, in place of any other trade listed.

After a character has entered a trade, they must

choose a specific **Profession** (see page 26 for more details) that is appropriate for the trade the character has adopted. Characters will receive a number of bonuses from that trade. Write down any bonuses a character receives this way.

QUALIFICATION:

TRADE BONUSES:

STANDARD OF LIVING:

Professions

What your character does on a day-to-day basis can be considered his or her **Profession**. Professions are usually the same as a job or career. Your character should carry with them a title that defines their expertise in their profession (e.g. “paladin”, “smuggler” or “pirate”).

Players may choose any profession they would like for their character, so long as it adheres to the following two rules:

- The profession is allowed by the Game Keeper
- The profession belongs in the same Trade as that the character has pursued

Academia

Qualification: INT 4+, CHA 8+

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

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

Trade Bonuses: +1 Perception, +2 Skill Points (INT), +2 Wisdom

Standard of Living: High

Agriculture

Qualification: INT 4+, VIT 2+

Agriculture is the cultivation of animals, plants and fungi for food, medicine, clothes and other supplies used to sustain and advance societies. Agriculture typically involves cultivating fields, managing domesticated animals, harvesting crops and processing and selling animal and plant-based products.

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

Trade Bonuses: +1 Dexterity, +2 Skill Points (STR), +1 Will, +1 Wisdom

Standard of Living: Low

TRADES

Trade	Qualifications
Academia	INT 4+, CHA 8+
Agriculture	INT 4+, VIT 2+
Artistry	STR 2+, DEX 6+
Crime	STR 2+, DEX 4+
Engineering	INT 4+, DEX 8+
Expedition	STR 6+, PER 2+
Forage	PER 2+, VIT 4+
Labor	STR 6+, PER 2+
Market	PER 6+, CHA 4+
Military	DEX 4+, VIT 6+
Ministry	STR 6+, PER 4+
Occult	INT 2+, CHA 8+, MAG 4+
Primitive	None (Automatic)
Science	PER 4+, INT 8+
Theology	PER 2+, VIT 8+, MAG 4+

Artistry

Qualification: STR 2+, DEX 6+

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

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

Trade Bonuses: +1 Vitality, +2 Skill Points (INT), +1 Reflex, +1 Wisdom

Standard of Living: Middle

Crime

Qualification: STR 2+, DEX 4+

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

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

Trade Bonuses: +1 Charisma, +2 Skill Points (DEX), +2 Valor

Standard of Living: Low

Engineering

Qualification: INT 4+, DEX 8+

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

Trade Bonuses: +1 Strength, +2 Skill Points (INT), +2 Language Points (Any)

Standard of Living: High

Expedition

Qualification: STR 6+, PER 2+

The act of searching or traveling for the purpose of discovery, pilgrimage or transporting characters or resources from one region to the next.

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

Trade Bonuses: +1 Vitality, +2 Skill Points (DEX), +2 Language Points (Any)

Standard of Living: Middle

Forage

Qualification: PER 2+, VIT 4+

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

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

Trade Bonuses: +1 Perception, +2 Skill Points (PER), +1 Reflex, +1 Valor

Standard of Living: Poverty

Labor

Qualification: STR 6+, PER 2+

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

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

Trade Bonuses: +1 Dexterity, +2 Skill Points (STR), +2 Fortitude

Standard of Living: Low

Market

Qualification: PER 6+, CHA 4+

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

Trade Bonuses: +1 Intelligence, +2 Skill Points (INT), +2 Language Points (Any)

Standard of Living: Middle

Military

Qualification: DEX 4+, VIT 6+

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

Trade Bonuses: +1 Vitality, +2 Skill Points (STR), +1 Fortitude, +1 Willpower

Standard of Living: Middle

Ministry

Qualification: STR 6+, PER 4+

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

Trade Bonuses: +1 Charisma, +2 Skill Points (PER), +2 Language Points (Any)

Standard of Living: Middle

Occult

Qualification: INT 2+, CHA 8+, MAG 4+

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

Trade Bonuses: +1 Magic, +2 Skill Points (CHA), +2 Willpower

Standard of Living: Wealthy

Primitive

Qualification: Automatic

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

Trade Bonuses: +1 Strength, +2 Skill Points (DEX), +1 Fortitude, +1 Valor

Standard of Living: Poverty

Science

Qualification: Per 4+, INT 8+

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

Trade Bonuses: +1 Intelligence, +2 Skill Points (CHA), +2 Reflex

Standard of Living: High

Theology

Qualification: PER 2+, VIT 8+, MAG 4+

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

Trade Bonuses: +1 Magic, +2 Skill Points (PER), +2 Language Points (Any)

Standard of Living: Middle

IV. Customize Character

During creation characters gain 2D additional character points that may be distributed amongst any of the seven primary abilities (player's choice). However, when allocating the character points this way, two rules must be followed:

1. No primary ability (except "Magic") can have less than 1 character point total.
2. No primary ability can have more than 10 character points total.

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

Primary Trait Bonuses & Penalties

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

High primary abilities earn characters extra **Experience Points (XP)** each time they gain XP (see page 58 for details on XP).

Low primary abilities take away experience points every time they gain XP. The "Magic" primary ability is excluded from this rule.

For every primary ability that a character has which is a value of 10, that character will receive 10% bonus XP each time they receive experience. For every ability a character has that is a value of 9, that character will receive 5% bonus XP each time they receive experience.

The inverse is true for ability numbers of 1 and 2 taking away 10% or 5% of experience points earned, respectively.

EXP. BONUSES & PENALTIES

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

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

V. Fill in the Numbers

1. CALCULATE SECONDARY TRAITS: Refer to page Error: Reference source not found to determine the 12 secondary abilities for your character based off his or her seven primary abilities.

2. APPLY MODIFICATIONS: Apply all racial aspects, subracial motives, Perks and any other bonuses or drawbacks that 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. Note that a character's size and body type (see page 32) will provide additional modifiers to their abilities.

VI. 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.

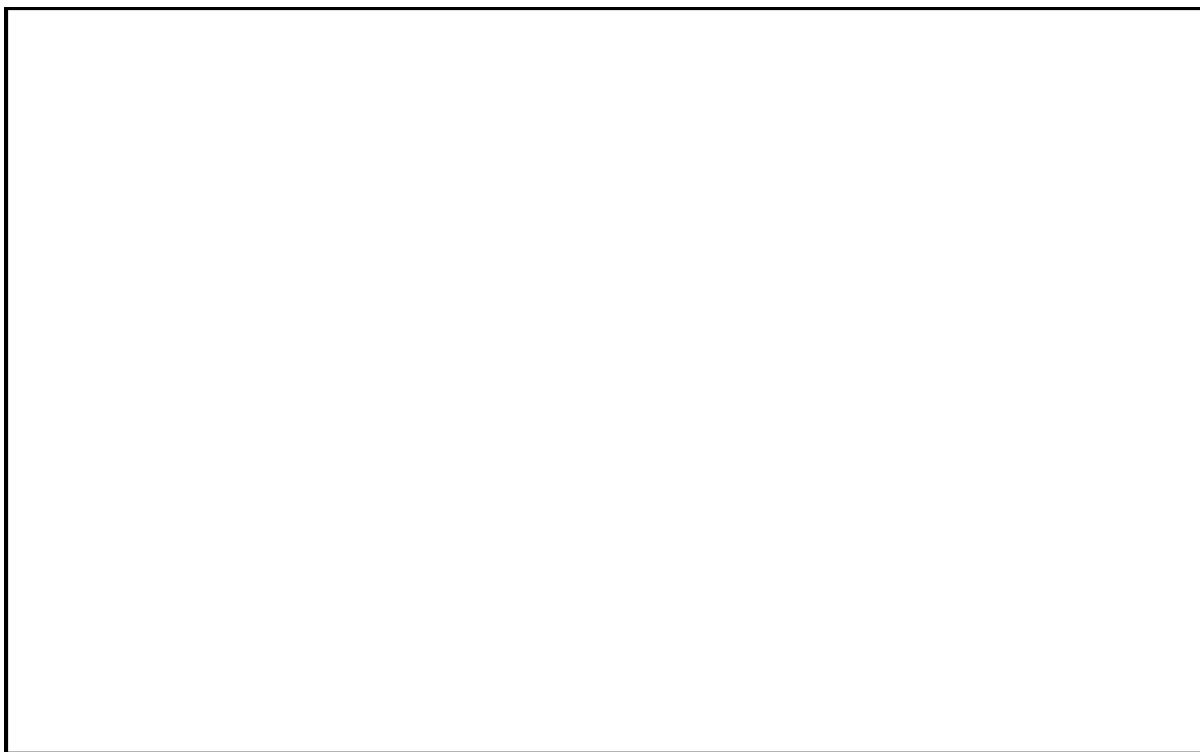
Name Your Character

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. Ask your GK about the setting of the world they have 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 GK 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. Does your character have any quirks, traditions or rituals?

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 GK 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 are a force of good, while others hold a more sinister motive. Some guilds simply exist for the self interest of their members. Think of what influence your character has on one of these guilds, if any.

Perks

Choose a set of Perks from your character's race or species equal in number to the amount allowed by your character's archetype.

Perks are special capabilities or advantages that adventurers begin the game with. Races and species have only certain Perks available to them. Not all archetypes allow every Perk available to be chosen.

FOR EXAMPLE, a player chooses to make an android marksman character. Because the marksman archetype allows up to three Perks to be chosen, the player must choose only three of the five android Perks: "robot physiology", "natural armor", "psionic resistance", "amphibious" or "thermal vision".

Below is a list of Perks, and their effects:

General Perks

General Perks are special abilities that some characters may possess. They are not magical in nature and therefore are unaffected by effects that would counteract or alter magic.

Enhanced Hearing

You have Advantage to "Listen" (Perception) Skill Tests and +2 to listen distances.

Enhanced Initiative

You have Advantage when rolling for Initiative.

Fast Sprint

You may spend 1⁺ to gain double the number of remaining speed points you have for this turn, until end of round. This Perk may only be used once per round, and does not affect initiative.

Nimble Fall

When you fall 1 or more spaces, make a Reflex Save, and if successful, take half-damage. This Perk may only be used once per round.

Proficient Climb

You have Advantage to either “Climb” (Strength or Dexterity) or “Parkour” (Dexterity) Skill Tests, and have +2 SPD when traveling through vertical terrain. Once chosen, this Perk cannot be changed later.

High Jump

You have Advantage to “Jump” (Dexterity) Skill Tests and +2 to jump distances.

Proficient Swim

You have Advantage to “Swim” (Strength) Skill Tests and +2 SPD when traveling through liquid terrain.

Magical Perks

Magical Perks are magic-based special abilities that some characters may possess. Magical Perks can be affected by other magic or effects that would alter or counteract their abilities.

Divine Resistance

You have strong resistance versus divine damage, magic and effects.

Ethereal

As a full-turn action, you may become incorporeal for up to a number of rounds equal to your Magic ability number. While ethereal, you may move in any direction (including up, down or through solid objects). When ethereal, you have strong resistance versus kinetic and energy damage but weak versus elemental, psionic and spell damage.

While ethereal, your speed is one-half its normal amount, and you may only see and hear up to 6 spaces away. You may end being ethereal at any time, but must spend a full-turn action to do so.

This Perk takes up two Perks slots, instead of one.

Evil Resistance

You have strong resistance versus evil damage, magic and effects.

Psionic Resistance

You have strong resistance versus damage and effects from shadow or spirit magic (choose one). Once chosen, this Perk cannot be changed later.

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.

Spell Resistance

You have strong resistance versus damage and effects from arcane, chi or nature magic (choose one). Once chosen, this Perk cannot be changed later.

Thermal Vision

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

Non-Human Perks

Non-human Perks are special abilities often granted to animalistic, robotic or other non-human creatures. Though some non-human Perks may be common for certain races or species, humans almost always lack these Perks.

Amphibious

You can breath underwater for a time up to five-times (x5) longer than you could normally hold your breath.

Blindsight

Through echolocation, smell, vibrations, magic or other special senses, you can discern 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 immune to illumination damage, magic and effects but vulnerable to sonic damage, magic and effects (if you rely on sound to use blindsight).

Burrow

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

Cold Blood

You are immune versus heat damage, magic and effects, but are weak versus cold damage, magic and effects.

Dark Vision

You can see in spaces of darkness and low-light as if they were illuminated by daylight. However, you can only see in brightness up to 6 spaces away. You cannot discern color when in bright environments.

Disease Resistance

You are strong versus disease damage and effects.

Farsight

You have the ability to focus your eyes and see distant characters and objects 2x or 4x farther than normal (choose one). Once chosen, farsight cannot be changed later. If you chose to see x4 farther, this Perk takes up two Perk slots instead of one.

Fast Heal

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

Flying Wings

Once per round you may expend 1 δ to travel through air terrain (horizontally, vertically or diagonally) as a half-turn action at the cost of 2 SPD per space entered, until the end of the round.

Gliding Wings

You can move 5 spaces horizontally for every 1 space that you fall vertically. You fall at one-half normal fall speed. You negate 2 crush damage from falling. Gliding wings cannot be used to gain height, they only glide while falling.

Low-Light Vision

You may see in low-light as if it were brightness, up to 6 spaces away.

Multi-Arm

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

Natural Concealment

You have a natural ability to camouflage or conceal yourself. When you take this Perk, choose a terrain type. You have Advantage to either "Hide" (Dexterity) or "Sneak" (Dexterity) Skill Tests when performed in the chosen terrain type.

Natural Pelage

You are covered in a natural hair, fur, wool or other soft covering. You are immune versus cold damage, magic and effects, but weak versus heat damage, magic and effects.

Poison Resistance

You are strong versus poison damage and effects.

Prehensile Tail

You have a flexible tail that can be used to hold objects, but not to attack. You have Advantage to "Climb" (Strength or Dexterity) Skill Tests, Advantage to "Balance" (Dexterity) Skill Tests and +2 to the amount of time you can hang freely from a ledge. This Perk is lost if your tail is lost.

Prolonged Breath

You may hold your breath up to three times (x3) longer than normal.

Quadruped

You have four legs which gives you +2 Defense against wrestling and +1 extra Speed Point. This Perk takes up two Perk slots instead of one.

Robot Physiology

You are immune versus biological damage and ef-

fects but weak versus energy damage and effects.

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 twice 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" (Perception) Skill Test.

Shapeshift

As a full-turn action, you may change the 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.

Combat Perks**Breath Attack**

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

Constriction Attack

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 round you crush your enemy, you may spend a full-turn action to perform an Unarmed Attack with a +2 crush damage bonus. Damage dealt this way does not ignore armor but does ignore the character's Dexterity ability (when determining Defense). If the enemy manages to change their wrestling status to clinching or higher, constrict has no effect. This Perk takes up two Perk slots instead of one.

Large Tail

You have a large tail that can be used to make one Unarmed Attack per round as a free action.

Natural Armor

Every time you take damage, you may expend 1 δ to negate 1 damage. This Perk may only be used once per round.

Natural Attack

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

Sonic Attack

Once per hour, you may emit a thunderous sound as a full-turn action. This sound is considered 2 times louder than speaking volume (100 decibels). Any characters (except you) within range of the sound

must succeed at a Willpower Save or suffer 1 stun counter. This Perk takes up two Perk slots instead of one.

Stench Attack

As a full-turn action, you may emit a powerful stink that covers a volume 4 region surrounding you. Stench attack lasts for 1 minute and follows 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 per day.

Sticky Tongue

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

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

Swallow Whole

When wrestling with an enemy two or more sizes smaller than yourself, if you manage to change their wrestling status to clinching you may place the enemy in your mouth, instead. Once they're in your mouth, if you perform another wrestling Attack and manage to change their wrestling status to takedown, you may swallow the character whole, instead. The targeted character may perform wrestling Attacks to raise their own wrestling status and reverse the process by fighting their way back to your mouth and out of your hold.

Toxic Attack

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

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

- **LIFE-STEALING:** Victim makes a Fortitude Save: If failed, they suffer 1D-1 poison damage.
- **PARALYTIC:** Victim makes a Fortitude Save: If failed, they suffer 1 stun counter.
- **WEAKENING:** Victim makes a Fortitude Save: If failed, they suffer 1 exhaustion counter.

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

one.

Height & Weight

Players and/or GKs may like to give personal weights and heights for their characters based off their race or species, body type, genetics, etc. If so, a player should work with their Game Keeper 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 52 for details on spaces). Weights are measured in **Weight (WT)** in which 1 weight equals 1 kilogram.

Small characters automatically receive Advantage when defending and to Reflex Saves due to their small stature and ability to squeeze out of tight places. Large characters automatically suffer Disadvantage when defending and to Reflex Saves 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

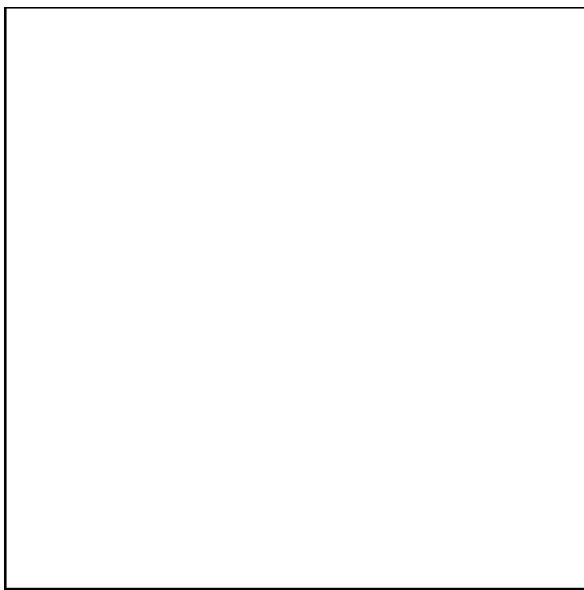
The actions, deeds and intentions of a character, whether they are pure of heart or with malice intent, affect how NPCs perceive and treat that character. The more evil a character is, for example, the less admired they are by those who align themselves with justice and law, but the more accepted they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

A character's goodness or evilness is represented by a number of **Alignment Points (AP)**. There are two types of Alignment Points: **Good Alignment Points (GP)** and **Evil Alignment Points (EP)**. New characters begin the game with 0 to 25 Alignment Points (either good or evil, player's choice).

The Game Keeper should refer to the **GAME KEEPER'S RULEBOOK** for details on how Alignment Points are used.

Virtues & Vices

Virtues and **Vices** are a measure of a character's conformity and conduct to moral and ethical principals that are commonly seen by society as either admirable & altruistic or corrupt & wicked. 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?



VIRTUES & VICES

Virtues	Vices
Brave	← Cowardly
Charitable	← Selfish
Chaste	← Lustful
Fair	← Prejudice
Forgiving	← Vengeful
Honest	← Deceptive
Humble	← Arrogant
Merciful	← Cruel
Prudent	← Reckless
Temperate	← Indulgent
Tolerant	← Fervent
Trusting	← Suspicious

In total, there are 12 virtues and 12 vices that characters can choose to engage. Each virtue has a diametrically opposed vice (see the table on page 32). For new characters, every GP they begin with must be placed in one or more virtues of the controlling player's choice. Similarly, every EP a character begins with must be placed in one or more vices of the player's choice. No virtue can have EP assigned to it, no vice can have GP assigned to it and no single virtue or vice can have more than five AP, in total.

FOR EXAMPLE, a new character begins with 10 good Alignment Points. The player places them in the following virtues: forgiving 3, brave 2 and prudent 5.

Diametrically opposed virtues and vices can never both have AP at the same time. If one virtue or vice has an AP assigned to it, and its opposite receives an AP, the two AP cancel each other out, resulting in the loss of both.

Every character has an overall alignment value equal to the difference between their GP and their EP.

If a character has a difference of 8 or less, they are considered to have a “neutral” alignment. If they have a difference of 9 or more in GP or EP, they have a “good” or “evil” alignment, respectively. Characters can never have 25 or more GP than they have EP, or visa versa.

MORAL DILEMMAS: As adventurers meet new NPCs and explore new lands, they will inevitably be faced with moral dilemmas, forcing a character to choose between a virtue or vice.

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

The PC must then choose to either “foster” or “resist” the virtue or vice being challenged.

FOR EXAMPLE, a character catches a young boy attempting to steal money from his pouch. The boy pleads for mercy, but the PC notices no other characters are nearby, easily allowing the boy to be punished. The GK declares that the adventurer's vengeful vice is being tested. The player decides their character resists the vice.

Characters of good intent and pure motive typically wish to resist vices and foster virtues. Inversely, characters of ill will and hostility usually wish to foster vices and resist virtues.

Characters of a neutral alignment may resist or foster both virtues and vices.

When a character chooses to either foster or resist a virtue or vice, they must perform a Willpower Save.

FOR EXAMPLE, a character wishes to resist the cruel vice. The character performs a Willpower Save and succeeds. The character successfully resists the vice.

If a diametrically opposed virtue and vice are tested simultaneously, the player must test only the virtue or vice that has the *most* Alignment Points assigned to it. If equal, the player may choose for either the virtue or vice to be tested.

FOSTERING: If a character attempts to foster a virtue or vice that has one or more GP or EP, they gain a number of +1 modifiers to their Willpower Save equal to the number of AP allocated to that virtue/vice.

FOR EXAMPLE, a character wishes to foster the deceptive vice, which has 2 EP placed in it. The character performs a Willpower Save and adds a +2 to the test.

However, if the vice or virtue that is diametrically opposed to the one being fostered has one or more GP or EP, the player suffers a number of -1 modifiers to the Willpower Save, equal to the number of AP allocated to the opposed virtue/vice, instead.

FOR EXAMPLE: *a character wishes to foster the humble virtue, but has 1 EP in the arrogant vice. The character performs a Willpower Save with a -1 to the test.*

RESISTING: If a character attempts to resist a virtue or vice that has one or more GP or EP, they suffer a number of -1 modifiers to the Willpower Save, equal to the number of AP allocated to that virtue/vice.

However, if the vice or virtue that is diametrically opposed to the one being resisted has one or more AP, the player gains a number of +1 modifiers to the Willpower Save, equal to the number of AP allocated to the opposed virtue/vice, instead.

MORAL CONSEQUENCES: Anytime a virtue/vice is successfully fostered, that virtue or vice receives +1 GP (if a virtue) or +1 EP (if a vice). However, if the fostering attempt fails, or a virtue/vice is successfully resisted, the opposing virtue or vice receives the AP, instead. If a character fails at resisting a virtue or vice, that virtue/vice gains +1 AP.

The PC's immediate behavior and actions must coincide with the virtue/vice that received the AP.

Character creation should be considered a collaborative event. The GK may have some suggestions for your character's background, or even ask you to change some of the details to better fit the campaign.

EXAMPLE CHARACTER CREATION

1. The player chooses the scout and arcanist archetypes to be dual-arched. The player divides in two each archetypes benefits and flaws; then adds the two archetypes together.
2. The player notes the ability numbers, benefits and flaws from the chosen dual-arch:
 - A. STRENGTH: 2
 - B. PERCEPTION: 3
 - C. INTELLIGENCE: 5
 - D. DEXTERITY: 2
 - E. CHARISMA: 2
 - F. VITALITY: 1
 - G. MAGIC: 3
 - H. The character begins with 5 Perks, -2 Skill Points for Charisma-based Skill Tests, gains an additional 1D-1 HP for each level promotion and may move up to 5 spaces during tactical time.
3. The Elf race is chosen for the character. The player notes the benefits of this race: the character begins with +1 Dexterity, +1 Perception and +1 Magic.
4. The player writes down the 5 Perks available to the elf race: spell resistance, low-light vision, enhanced hearing, evil resistance and speak with animals.
5. The player chooses the wood elf subrace, and selects the tranquility subracial motive. The player makes note of the benefits from their selection:
 - A. The character begins with +1 Perception and +1 Vitality.
 - B. The character begins with +1 Language Point for a language of the player's choice (the player chooses elf).
 - C. The character begins with +1 Fortitude, +2 Reflex and +1 Willpower.
6. The player rolls 2D to determine how many extra character points can be assigned to one or more of the character's primary abilities (with no ability—other than Magic—having less than 1 point, and no ability—including Magic—having more than 10 points). The player rolls a 7 and divides the points as follows: +2 Perception, +2 Dexterity, +1 Strength and +2 Vitality.
7. The player notes that due to the character's Charisma ability having a value of 2, the character suffers -5% XP every time they would gain XP.
8. The player determines the numbers for five of the secondary abilities: 4 health points, 4 Stamina Points and 6 Language Points (5 points from their Intelligence and +1 from the subracial motive). The player divides the Language Points as follows: 2 LP in the elf language, 1 LP in the dwarf language and 3 LP in the common language. The character begins with 5 Skill Points (the same as their Intelligence). The player divides the Skill Points as follows: 2 in Charisma (reducing the -2 to 0) and 3 into Strength.
9. The player writes down their character's three Save numbers: Fortitude 5 (the same as Vitality with a +1 from the subracial motive), Reflex 7 (the same as Dexterity with +2 from the subracial motive) and Willpower 3 (the same as Charisma with +1 from the subracial motive).
10. Because the character has Magic 4, the player chooses four mana types: four green mana.
11. The character begins with 10+roll silver coins (sc) with which to buy equipment. The player rolls a 0, giving their character 10 silver coins ($10 + 0 = 10$).
12. The player decides to buy the following list of equipment: common belt (1 cc), cloak (5 cc), long coat (70 cc), traveler's outfit (10 cc), boots (2 sc), utility gloves (6 cc), short bow (2 sc), arrows x 20 (50 cc), brigandine garment (3 sc), apples x 2 (8 cc), bush berries (3 cc), backpack (20 cc), sack (1 cc), pemmican (50 cc), bandages x 10 (50 cc), fishing pole & tackle (10 cc), hemp rope (10 cc) and a mess kit (2 cc). The character has 4 copper coins remaining.
13. Brigandine garments have Protection 2. The player adds this number to their character's Dexterity 5 to get a Defense of 7 ($2 + 5 = 7$).
14. Short bows have a damage of 0. The player adds this number to their character's Perception 7 to get a Ranged Attack of 7 ($0 + 7 = 7$).
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 writes down the character having 5 Speed Points (during tactical time) and 10 Speed (during vigilance time).
17. The player decides the character will begin with 12 good Alignment Points and assigns them to the following virtues: brave 3, fair 4, prudent 4 and temperate 1.
18. The player decides the character's is a hunter & druid named Arinor, who lives off the land in a nearby forest.

Open Adventure

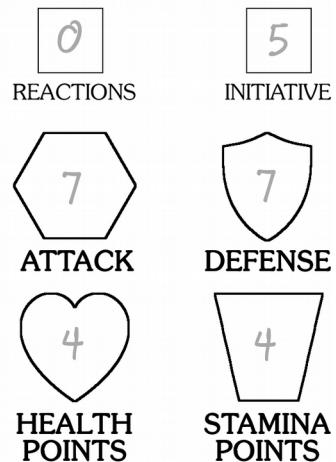
Character Record Sheet

Character's Name: Arinor Greenleaf Archetype(s): Scout-Arcanist
 Race: Elf Subrace: Wood Elf
 Level: 0 XP: 0/500 XP (-5%)
 Age: 118 yrs Size: Medium & Slim
 Guild: Druid's Circle (3 yrs) Profession: Hunter/Druid

STRENGTH	+3
strength skills	
PERCEPTION	
perception skills	
INTELLIGENCE	
intelligence skills	
DEXTERITY	
dexterity skills	
CHARISMA	
charisma skills	
VITALITY	4 HP (ID-1)
max health	max stamina
MAGIC	4



character sketch



WEAPON
Short Bow (0)
Arrows x 20

ARMOR
Brigandine Garment (+2)

PERKS & TALENTS

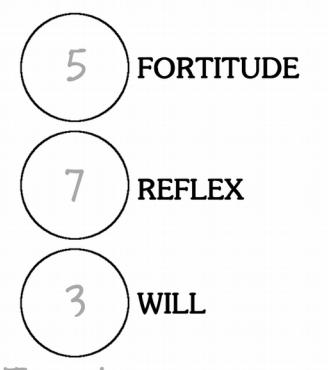
Spell Resist.	tactical
Low-Light Vision	vigilance
Enhanced Hearing	prolonged
Evil Resist.	
Speak w/ Animals	

MOVEMENT

5	10	20
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LANGUAGES **7** elf, **6** dwarf
8 common

ALIGNMENT Brv. 3, Fair 4, Prud. 4 Temp. 1



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 with proper tools, weapons, armor and other items & instruments, before facing the dangers that lie before them.

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

Money

New characters begin with 10+Roll 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 science fiction games. 100 SC is worth 1 **Gold Coin** (GC) for fantasy or **Galactic Credit** (GC) for science fiction games.

Before the game begins for the very first time, players must determine the amount of currency (in SC, see below) their character begins their adventure with. Every PC begins with 10+Roll silver coins or star credits.

FOR EXAMPLE, a beginning player makes a standard roll of +2, then adds the result to the number 10 for a total of 12 SC for their character to begin the game with.

Characters may use this money to purchase weaponry, armor, clothing, food and expedition equipment before the game begins.

All three types of currency are considered universally accepted almost anywhere there is commerce.

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

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

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 Keeper 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 GK 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
- Possess 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 10) that the PC would otherwise not be able to attempt.

FOR EXAMPLE, a writing utensil and paper allow characters to take notes or draw a map—something they would be unable to do without such 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 gain Advantage to their test. See page 4 for details on Advantage.

FOR EXAMPLE, a character attempts to start a fire in the wilderness. Normally, the controlling player would make a “Craft” (Intelligence) Skill Test. However, if the character used flint & steel while fire building, the flint would provide an Advantage to the Skill Test. When the character makes the Skill Test with Advantage, the black die is automatically considered a “6” and the player only rolls the white die.

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 38 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 Keeper 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.

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 39, 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.

CLOTHING

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

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

FANTASY WEAPONRY

Weapon	Cost	Damage	Weight	Handedness	Ability
MELEE WEAPONRY					
Axe, Battle	5 sc	3	3 wt	2H	Bleed 1 Counter Deflect
Axe, Hand	75 cc	1	1 wt	1H	-
Cestus, Spiked*	3 sc	2	½ wt	1H	+1 Damage
Club, Baton	2 sc	1	2 wt	1H	Stun 2
Club, Kanabo	6 sc	4	5 wt	2H	Sweep Knockback 2
Dagger	1 sc	1	½ wt	1H	-
Flail	75 cc	1	1 wt	1H	-
Hammer, Maul	4 sc	3	5 wt	2H	Knockout
Hammer, War	2 sc	2	2 wt	1H	Knockback 1
Polearm, Glaive	4 sc	2	3 wt	2H	Reach 1 Sweep
Polearm, Lance	5 sc	2	4 wt	1H	Reach 1 Charge
Polearm, Pike	4 sc	2	9 wt	2H	Reach 2 Set vs Charge
Quarterstaff	25 cc	1	2 wt	2H	-
Rod, Mace	50 cc	1	2 wt	1H	-
Rod, Morningstar	2 sc	2	2 wt	1H	Delay
Sword, Bastard	8 sc	4	3 wt	2H	Double Damage Pierce 1
Sword, Cutlass	3 sc	2	1 wt	1H	Deflect
Sword, Long	5 sc	3	2 wt	1H	Sunder 1
Sword, Rapier	3 sc	2	1 wt	1H	Extra Attack
Sword, Short	175 cc	2	1 wt	1H	-
Trident	3 sc	2	1 wt	2H	Hook
Whip	2 sc	1	1 wt	1H	Disarm

* = Stamina Points, = Activate, = Triumph Points, * = Unarmed Combat Only

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 18 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.

FANTASY WEAPONRY (CONTINUED)

Weapon	Cost	Damage	Range	Weight	Handedness	Ability
RANGED WEAPONRY						
Atlatl ¹	50 cc	1	3	1 wt	1H	-
Blowgun ¹	1 sc	-	4	½ wt	1H	⚡: +1 Range
Blunderbuss***†	4 sc	3	5	2 wt	1H	★★: Knockout ★: Knockback 1
Bow, Long*	3 sc	1	10	1 wt	2H	★★: +1 Range Slow Shot
Bow, Recurved*	4 sc	2	8	1 wt	2H	★☛: Sunder 1 Counter Deflect
Bow, Short*	2 sc	-	7	1 wt	2H	-
Crossbow, Hand**	3 sc	-	5	2 wt	1H	★★: Pierce 1
Crossbow, Heavy**	4 sc	2	6	9 wt	2H	★☛: +1 Damage ★★★★☛: Double Damage
Crossbow, Light**	2 sc	1	5	3 wt	2H	⚡⚡: Pierce 1
Musket***†	4 sc	3	8	4 wt	2H	⚡★: Knockback 1
Pistol, Flintlock***†	3 sc	1	6	1 wt	1H	☛: Knockback 1
Sling ¹	25 cc	-	3	½ wt	1H	-
THROWN WEAPONRY						
Axe, Throwing	50 cc	1	4	2 wt	1H	-
Bola	1 sc	-	3	2 wt	1H	Slow Shot ☛: Entangle 1
Dagger, Throwing	1 sc	1	3	1 wt	1H	☛: Disarm
Grenade, Saltpeter ^{2†}	2 sc	2	4	2 wt	1H	Explosive Munition ★☛: Inflict Burn 2
Harpoon	3 sc	1	5	2 wt	1H	★★☛: Skewer
Javelin	125 cc	1	6	1 wt	1H	-
Net	50 cc	-	3	1 wt	2H	☛: Entangle Area 3
Spear	1 sc	1	4	1 wt	1H	-
Star, Throwing	2 sc	-	3	½ wt	1H	⚡★: Inflict Bleed 1
AMMUNITION						
Arrows (10)	50 cc	-	-	1 wt	-	-
Darts (10)	50 cc	-	-	½ wt	-	-
Pellets, Lead (10)	10 cc	-	-	2 wt	-	-
Quarrels (10)	1 sc	-	-	½ wt	-	-
Saltpeter (10)	2 sc	-	-	1 wt	-	-

* = Requires Arrows, ** = Requires Quarrels, *** = Requires Pellets, ¹ = Requires Darts, ² = Requires Saltpeter,
⚡ = Stamina Points, ☛ = Activate, ★ = Triumph Points, ² = One-time Use Only

SCIENCE FICTION WEAPONRY

Weapon	Cost	Damage	Weight	Handedness	Ability
MELEE WEAPONRY					
Axe, Plasma**	3 sc	4	3 wt	2H	★★★: Inflict Bleed 3
Chainsaw, Dual Blade**	3 sc	5	10 wt	2H	-
Combat Knife, Ballistic	1 sc	3	½ wt	1H	-
Crescent Blade, Dual-Edge	3 sc	4	2 wt	2H	Sweep
Energy Staff	3 sc	3	3 wt	1H	*: Use as Plasma Rifle for 1 minute.
Gauntlet, Claw Blade*	1 sc	3	1 wt	1H	-
Gauntlet, Shock*	3 sc	4	2 wt	1H	★★☛: Inflict Stun 1
Hammer, Graviton	3 sc	4	5 wt	2H	★★☛: Inflict Paralysis 1
Lightfoil, Twin Blade**	6 sc	6	1 wt	2H	⚡☛: Counter Deflect ★★☛: Extra Attack
Lightfoil**	5 sc	6	½ wt	1H	★★☛: Sunder 1 ⚡☛: Deflect
Meteor, Spiked	2 sc	4	2 wt	2H	-
Nunchakus, Power**	2 sc	3	½ wt	1H	⚡☛: Inflict Stun 2
Surujin Chain	3 sc	3	½ wt	1H	★★★★☛: Strangle ★★★★☛: Entangle
Sword, Energy**	5 sc	5	½ wt	1H	★★☛: Double Damage
Sword, Hook	3 sc	4	1 wt	1H	★★☛: Hook
Vibro-Katana	4 sc	4	1 wt	2H	⚡☛: Deflect ★★☛: Pierce 1
Vibro-Staff	3 sc	4	2 wt	2H	Reach 1
REMOTE WEAPONRY					
Mine, Proximity ^{1†}	3 sc	4	1 wt	-	★★☛: Inflict Surprise 1
Mine, Remote Trigger ^{1†}	3 sc	4	1 wt	-	★★☛: Knockout
Mine, Stun ¹	2 sc	3	1 wt	-	★★☛: Inflict Stun 2
Mine, Time Fuse ^{1†}	3 sc	4	1 wt	-	★★☛: Inflict Burn 1
AMMUNITION					
Energy (10)	2 sc	-	2 wt	-	-

⚡ = Stamina Points, ☛ = Activate, ★ = Triumph Points, * = Mana/Psi, * = Unarmed Combat Only, ** = Requires Energy,
¹ = One-time Use Only, † = Has the "Explosive Munition" Ability

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 63 for ability details.

Improvised Weapons

Common objects used during combat as **Improvised Weapons** deal kinetic damage equal to one-quarter

of their weight.

Armor

The armor tables are a basic list of armor for sale commonly found at most merchants who sell such things.

SCIENCE FICTION WEAPONRY (CONTINUED)

Weapon	Cost	Damage	Range	Weight	Handedness	Ability
RANGED WEAPONRY						
Cannon, Plasma**	7 sc	5	18	25 wt	2H	★★★ ↗: Explosive Munition ↗: Inflict Bleed 1 Slow Shot
Cannon, Rail***	6 sc	4	18	30 wt	2H	★★↗: Sunder 1
Chaingun*	3 sc	4	6	22 wt	2H	⚡★★: Burst Fire
Machine Gun, Heavy*	5 sc	4	12	15 wt	2H	★↗: Pierce 1
Pistol, Laser**	75 cc	2	4	½ wt	1H	—
Pistol, Magnum*	3 sc	4	4	1 wt	1H	★★↗: Pierce 2
Pistol, Semi-Auto*	50 cc	2	3	1 wt	1H	—
Rifle, Assault*	2 sc	3	6	5 wt	2H	⚡↗: Burst Fire
Rifle, Laser**	3 sc	3	6	1 wt	2H	★: Pierce 1
Rifle, Needle***	3 sc	2	4	1 wt	1H	↗: Inflict Confuse 1 and Slow 1
Rifle, Plasma**	4 sc	4	5	5 wt	2H	★★: +1 Range
Rifle, Sniper*	8 sc	4	24	8 wt	2H	⚡★★: Double Damage
Rocket Launcher***	6 sc	5	14	4 wt	2H	★★★ ↗: Explosive Munition ★★↗: Inflict Burn 1 Slow Shot
Shotgun, Sonic**	2 sc	2	4	3 wt	2H	⚡★★: Knockout
Shotgun*	150 cc	3	5	4 wt	2H	↗: Knockback 1
Submachine Gun*	3 sc	2	4	2 wt	1H	⚡: Burst Fire
Thrower, Flame**	150 cc	3	4	25 wt	2H	⚡⚡↗: Inflict Burn 2
Thrower, Lightning**	1 sc	2	4	12 wt	2H	★★★: Inflict Paralysis 1
THROWN WEAPONRY						
Grenade, Shock†	1 sc	2	3	½ wt	1H	★★↗: Inflict Slow 1
Grenade, Snare ¹	75 cc	1	3	½ wt	1H	★★↗: Entangle
Grenade, Thermite ^{1†}	2 sc	4	2	½ wt	1H	★★↗: +1 Damage
Shuriken Disc	1 sc	2	4	1 wt	1H	⚡↗: Sunder 2
REMOTE WEAPONRY						
Turret, Autofire*	4 sc	2	4	10 wt	—	↗: Burst Fire
AMMUNITION						
Bullets (10)	3 cc	—	—	½ wt	—	—
Energy (10)	1 sc	—	—	2 wt	—	—
Missiles (10)	30 sc	—	—	2 wt	—	—

* = Requires Bullets, ** = Requires Energy, *** = Requires Missiles, ⚡ = Stamina Points, ↗ = Activate, ★ = Triumph Points,
¹ = One-time use only, † = Has the "Explosive Munition" Ability

FANTASY ARMOR

Armor	Cost	Protect.	Weight	Ability
LIGHT SUITED ARMOR				
Garment, Brigandine	3 sc	2	10 wt	–
Garment, Cloth	5 sc	1	2 wt	⚡️: +1* (this ability may only be used once per day). *: +1♥ (this ability may only be used once per day).
Garment, Leather	7 sc	3	4 wt	⚡️: +1 Defense versus Crush damage until end of round.
MEDIUM SUITED ARMOR				
Mail, Chain	7 sc	2	18 wt	+1 Defense versus Slash damage.
Mail, Plated	10 sc	3	18 wt	⚡️: Deflect
Scale, Bronze	10 sc	4	18 wt	–
Scale, Iron	15 sc	4	14 wt	+1 Defense versus Pierce damage. ⚡️: You gain +1 Fortitude, Will or Reflex until end of round.
Scale, Leather	8 sc	2	12 wt	⚡️: +1 Initiative for 1 minute.
HEAVY SUITED ARMOR				
Banded, Iron	100 sc	4	15 wt	You are immune versus Sunder and Pierce.
Banded, Leather	80 sc	3	12 wt	Standard Roll ↗: For every ★ rolled, +1 Defense until end of round.
Plate, Iron	120 sc	4	22 wt	⚡️: +2 Defense until end of round. You are immune versus Skewer.
Plate, Steel	100 sc	5	22 wt	–
SHIELDS*				
Shield, Buckler	5 sc	–	2 wt	↗: +1 Defense until end of round.
Shield, Heraldic	10 sc	+1	6 wt	–
Shield, Tower	100 sc	+2	18 wt	–
ARMOR ACCESSORIES				
Armor Spikes**	5 sc	–	5 wt	⚡️: +2 Defense versus Unarmed Attacks
Shield Spikes	1 sc	–	2 wt	⚡️: Extra Attack as a Dagger until end of round.

⚡ = Stamina Points, ↗ = Activate, ★ = Triumph Points, ♥ = Health Points,

* = Requires one free hand to use, ** = Unarmed combat only

Armor information in the armor tables is as follows:

ARMOR NAME: Describes the basic type of armor it is considered to be.

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

PROTECTION: The number that is added to a character's Dexterity and helps determine how many points of damage from an enemy's Attack are negated by the 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 63 for ability details.

SCIENCE FICTION ARMOR

Armor	Cost	Protect.	Weight	Ability
LIGHT SUITED ARMOR				
Flak Jacket	6 sc	5	5 wt	⚡: You are immune versus Abrasion until end of round.
Uniform, Battle Dress	4 sc	4	4 wt	-
Uniform, Cloth	5 sc	3	4 wt	⚡: +1O (this ability may only be used once per day) ⚡: +1● (this ability may only be used once per day)
MEDIUM SUITED ARMOR				
Exoskeletal Frame	7 sc	3	18 wt	⚡: +2 Strength until end of round.
Nanosuit, Adaptive	10 sc	6	14 wt	-
Nanosuit, Mesh	12 sc	5	13 wt	⚡: You gain Natural Concealment until end of round. ⚡: You gain Nimble Fall until end of round.
Vestment, Aramid	10 sc	5	10 wt	⚡: +2 Defense versus Ranged Attacks until end of round.
Vestment, Ballistic	12 sc	6	12 wt	⚡: Deflect
HEAVY SUITED ARMOR				
Power Armor, Siege	114 sc	7	20 wt	You are immune versus Energy damage.
Power Armor, Tactical	86 sc	5	16 wt	You are strong versus Energy damage.
Tank Suit, Advanced	100 sc	7	26 wt	-
Tank Suit, Basic	100 sc	5	24 wt	You are strong versus Kinetic damage. You gain Thermal Vision.
SHIELDS*				
Shield, Mobile	5 sc	-	2 wt	⚡: +1 Defense until end of round.
Shield, Assault	10 sc	+1	6 wt	-
Mantlet, War	100 sc	+2	18 wt	-
ARMOR ACCESSORIES				
Force Field, Mobile**	5 sc	-	5 wt	⚡: +2 Defense versus Kinetic damage until end of attack.
Weapon Mount	10 sc	-	2 wt	⚡: Extra Attack with mounted one-handed weapon.

⚡ = Stamina Points, ⚡ = Activate, ★ = Triumph Points, ❤ = Health Points,

* = Requires one free hand to use, ** = Unarmed combat only

Improvised Armor

Common objects used during combat as **Improvised Armor** have a Protection equal to one-quarter their weight. Objects may only be used in this manner as shields.

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 43 for armor de-

tails). 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 segment	5 minutes

FOOD & PROVISIONS

Food (1 Meal)	Cost	Weight	Type
Apple	4 cc	½ wt	Fruit
Banana	50 cc	½ wt	Fruit
Beans, Dried	2 cc	3 wt	Other
Beef	90 cc	½ wt	Meat
Berries, Bush	3 cc	3 wt	Fruit
Berries, Vine	1 cc	2 wt	Fruit
Biscuits	10 cc	1 wt	Grain
Bread	5 cc	½ wt	Grain
Butter	30 cc	½ wt	Other
Carrot	1 cc	3 wt	Vegetable
Celery	2 cc	1 wt	Vegetable
Cereal	7 cc	3 wt	Grain
Cheese	80 cc	½ wt	Other
Chicken / Duck	15 cc	1 wt	Meat
Crustacean	1 sc	1 wt	Meat
Egg	2 cc	2 wt	Other
Fish, Fresh Water	30 cc	2 wt	Meat
Fish, Salt Water	60 cc	3 wt	Meat
Flour	7 cc	3 wt	Grain
Game Meat	20 cc	½ wt	Meat
Goat	40 cc	½ wt	Meat
Hare	9 cc	½ wt	Meat
Lettuce	2 cc	4 wt	Vegetable
Maize	1 cc	½ wt	Vegetable
Mango	1 sc	2 wt	Fruit
Mutton	40 cc	½ wt	Meat
Nuts, Assorted	35 cc	½ wt	Other
Onion	5 cc	2 wt	Vegetable
Peas, Green	4 cc	3 wt	Vegetable
Pemmican / Jerky	50 cc	1 wt	Meat
Pork	30 cc	1 wt	Meat
Potato	3 cc	2 wt	Other
Ration, Field	1 sc	½ wt	Other
Rice	1 cc	2 wt	Grain
Tangerine	70 cc	1 wt	Fruit
Tomato	2 cc	1 wt	Fruit
Yam	4 cc	2 wt	Vegetable

**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**.

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.

MEALS & MORSELS

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

CHARACTER SIZE & EATING FREQUENCY

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

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

The food and drink tables on pages 45 and 46 show a basic list of common foods and provisions for sale. Food and drink information in the provisions tables are as follows:

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.

Alcoholic Drinks

At the GK's discretion, alcoholic beverages have the chance of intoxicating their drinker. Whenever a character drinks one-half ($\frac{1}{2}$) weight of liquid with alcohol in it, they must make a Fortitude Save versus the drink's alcohol number—where the alcohol number equals the percent of alcohol in the drink. If the character fails, they suffer 1 intoxication counter (see page 63 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.

DRINKS & BEVERAGES

Drink ($\frac{1}{2}$ 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

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

Expedition Equipment

Characters should purchase any equipment or supplies they feel they may need before embarking on their journey.

The equipment tables starting on page 47 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 have or achieve when used.

Containers

"Containers" are any form of box, back pack, jug or satchel that can be used to hold other items.

EXPEDITION EQUIPMENT

Equipment	Cost	Weight	Ability
Abacus*	20 cc	1 wt	–
Acid	1 sc	½ wt	Inflicts 2D acid damage. Ignores armor if it touches skin.
Ball Bearings (1,000)	10 cc	1 wt	Covers area 3 when spilled on the ground.
Bandages (10)	50 cc	1 wt	–
Battery**	10 cc	1 wt	Charges power lights for 1 segment.
Bedroll (Area 2x1)	10 cc	3 wt	–
Bell	10 cc	½ wt	–
Blanket (Area 2x1)	5 cc	1 wt	–
Block & Tackle	10 cc	2 wt	–
Book	2 sc	2 wt	–
Cable, Metal (3 spaces)	50 cc	2 wt	DEF 10, HP 5, break TN 10, max 450 wt.
Caltrops (10)	5 cc	½ wt	Covers area 2, inflicts 1D pierce damage (ignoring armor).
Candle (Beeswax)	1 cc	½ wt	Illuminates area 3, lasts 3 segments.
Chain (3 spaces)	50 cc	10 wt	DEF 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” (Strength) Skill Tests.
Grappling Hook	10 cc	2 wt	–
Hammer	7 cc	½ wt	–
Hammer, Sledge	20 cc	5 wt	–
Heads-Up Display**	2 sc	1 wt	–
Hourglass	3 sc	1 wt	–
Hunting Trap	50 cc	10 wt	Inflicts 1D+2 crush damage (ignoring armor).
Ink	1 sc	½ wt	–
Instrument, Percussion	60 cc	2 wt	–
Instrument, String	4 sc	2 wt	–
Instrument, Wind	1 sc	1 wt	–
Kit, Hacking**	5 sc	2 wt	–

* = Fantasy only, ** = Science Fiction only

EXPEDITION EQUIPMENT (CONTINUED)

Equipment	Cost	Weight	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 segment.
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 segment. If spilled on the ground, oil covers area 2 and if ignited burns for 1 minute.
Padlock	1 sc	½ wt	Lockpick TN 5, force open TN 7.
Paper / Parchment (l)	3 cc	½ wt	–
Pen (ink) / Pencil	1 cc	½ wt	–
Perfume	50 cc	½ wt	–
Pick Axe	30 cc	5 wt	–
Piton	1 cc	½ wt	–
Pole (3 spaces)	3 cc	4 wt	–
Radio, Portable**	20 cc	½ wt	–
Ram, Battering	2 sc	5 wt	–
Rope, Hemp (15 spaces)	10 cc	5 wt	DEF 5, HP 2, break TN 7.
Rope, Synth (15 spaces)**	1 sc	2 wt	DEF 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 twice as loud as speaking volume.
Space Suit**	5 sc	10 wt	Ignore the effects of a vacuum. Contains 6 hours of air.
Spade / Shovel	20 cc	3 wt	–
Spikes, Iron (10)	10 cc	1 wt per	–
Spyglass / Telescope	1 sc	1 wt	Viewer can see up to x20 farther.
Tent (Area 2)	1 sc	10 wt	2 minutes setup time.
Tent (Area 3)	2 sc	15 wt	4 minutes setup time.
Thermal Imager**	5 sc	2 wt	Grants the Thermal Vision Perk.
Whetstone	1 cc	1 wt	–

* = Fantasy only, ** = Science Fiction only

CONTAINERS

Container (Empty)	Cost	Weight	Capacity
Backpack	20 cc	1 wt	15 wt
Bandoleer**	20 cc	1 wt	5 wt
Barrel*	20 cc	15 wt	145 wt
Basket	4 cc	½ wt	10 wt
Bottle (Glass)	20 cc	1 wt	1 wt
Bucket	5 cc	1 wt	10 wt
Chest* / Crate**	20 cc	10 wt	185 wt
Flask	1 cc	½ wt	1 wt
Jug (Clay)	1 cc	½ wt	3 wt
Mug / Tankard (Clay)	1 cc	½ wt	1 wt
Pitcher	1 cc	½ wt	3 wt
Pot (Iron)	5 cc	5 wt	3 wt
Pouch, medium	20 cc	1 wt	6 wt
Pouch, small	10 cc	½ wt	3 wt
Sack	1 cc	½ wt	15 wt
Vest, Tactical**	1 sc	2 wt	10 wt
Vial	10 cc	½ wt	½ wt
Water Skin*	10 cc	½ wt	½ wt

* = Fantasy only, ** = Science Fiction only

The containers table on page 49 shows a basic list of common containers for sale. Information in the containers table is as follows:

CONTAINER NAME: Describes the basic type of container it is considered to be.

COST: The amount of coins or credits that must be spent to purchase the container.

WEIGHT: The measure of how heavy the container 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.

CAPACITY: The amount of equipment, in weight points, that the container can hold.

Magic Symbols

“*Magic Symbols*” are religious, spiritual, magical or special items used in religious services and/or casting magical spells or psionics. Some spells and psionics require the caster to possess and focus on certain magic symbols in order for it to be cast. See page 68 for details on magic.

The magic symbols table on page 49 shows a basic list of common magic components for sale. Information in the magic symbols table is as follows:

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

SYMBOL NAME: Describes the basic type of magic symbol it is considered to be.

COST: The amount of coins or credits that must be spent to purchase the magic symbol.

WEIGHT: The measure of how heavy the symbol 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.

Services

If adventurers decide to hire the help of other characters in completing an expedition, PCs may do so by paying for the services of non-player characters.

Hired NPCs come in two types:

- Retainers
 - Hirelings
 - Mercenaries
- Specialists

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

FANTASY MERCENARIES

- Archer
- Calvary, Heavy
- Calvary, Light
- Calvary, Medium
- Crossbowman
- Footman, Heavy
- Footman, Light
- Horse Archer
- Longbowman
- Militiaman

SCIENCE FICTION MERCENARIES

- Rifleman
- Shocktrooper, Heavy
- Shocktrooper, Light
- Shocktrooper, Medium
- Bounty Hunter
- Genetic Super Solider
- Enforcer
- Warfare Android
- Sniper, Longshot
- Militiaman

PCs. NPCs may desert or even rebel against their employer if they feel they are being mistreated, placed in unnecessary danger or sent on a suicide mission.

Each hired NPC must have one player character designated as their “leader”. In times of duress NPCs may need to make a morale test (see the **GAME KEEPER'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*” (Charisma) Skill Test. The GK should consult the **GAME KEEPER'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
- Disciple
- Fighter
- 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).

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 Keeper should refer to the **GAME KEEPER'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 Keeper'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 GK will describe the characters' immediate surroundings—a tavern, a derelict outpost, an orbiting science station, or whatever other situation the GK 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

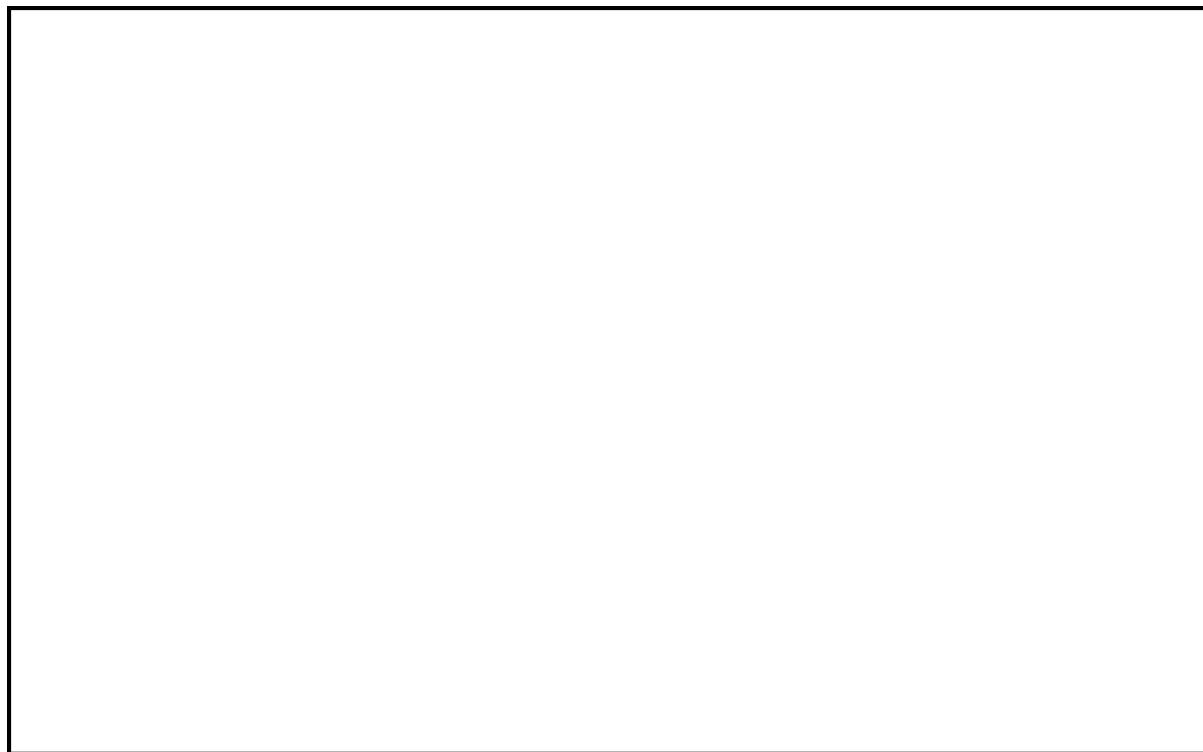
provides. Characters who are primarily fighters or warriors offer protection from dangerous enemies. Characters who are sneaky and can remain unseen may reach areas other less-dexterous characters cannot. Magic wielding characters who harness the power of spells and/or psionics bring to the party a potent 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 GKs 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, whose searching in the middle, and who is following at the rear of the party.

Players should devise their own style of marching orders when opening doors, searching rooms, fighting enemies and so on. A common marching order is to have the characters form a two-by-two column as they advance forward; though this may have to change depending on the width of corridors and

other circumstances.

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

Beginning the Adventure

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

There will sometimes be peaceful or violent encounters with non-player characters. The GK 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 KEEPER'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
- Stellar Map
- Overland 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. 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 affect Speed 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 space of height change. Contour lines drawn on overland maps represent 10 spaces in topography change. Page 83 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 14).

AREA: Certain spells, weapons, items etc. may target an **Area** within the game. Areas are measured in spaces squared (the length of the area multiplied by the width of the area) and are denoted as “*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.

VOLUME: 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.

CONE: An area or volume can be in the shape of a cone. A cone-shaped area takes on the shape of a quarter circle and volumes take on the shape of a conical or pyramid. Cones always originate from a single point and expand outward, widening simultaneously. For every space a cone is in length, it widens by two spaces (one space around every side of the direction of its expansion). Cone dimensions are described the same as area or volume, with the width denoting the widest point of the cone.

All areas and volumes are assumed to be centered 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 GK's mentioning, for example, “*a month passes.*” The GK normally records the passage of time, but the GK 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.

TIME MEASUREMENTS

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

There are four distinct **Time Intervals**:

- Tactical Time • Routine Time
- Vigilance Time • Prolonged Time

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

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 second-by-second. Tactical time is played in a series of **Rounds** where 1 round represents 6 seconds of game time. Each character gets 1 **Turn** per round.

VIGILANCE TIME: “*Vigilance Time*” is used when adventurers are in a potentially dangerous area, possibly behind enemy lines, and want to move slowly and cautiously. Vigilance time is played out in a series of **Minutes** where 1 minute represents 10 rounds.

ROUTINE TIME: “*Routine Time*” is an extended period of time used when actions or events take approximately 10 minutes to complete (e.g. when setting up camp, eating food or landing a starship). Routine time is played out in a series of **Segments** where 1 segment represents 10 minutes.

PROLONGED TIME: “*Prolonged Time*” is used when characters are traveling over great distances or performing a task that takes a long period of time. Prolonged time is played out in a series of **Hours**, where 1 hour represents 6 segments.

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

MORNING: “*Morning*” 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: “*Noon*” begins after characters have traveled or explored for one third of the day, hereafter a party is usually tired and hungry. Characters typically take this time to setup camp, stop their starship for the remainder of the day, wash up, eat lunch, search for anything of use and prepare for the impending evening.

NIGHT: “*Night*” time is typically when the adventurers take turns guarding or patrolling around the camp while the rest of the party slumbers. Adventurers often work hard during the day, and require a full eight hours of sleep to be rejuvenated for the following day.

When characters find themselves in a dangerous area that requires vigilance or caution—such as in the corridors of a dungeon, enemy space station or other similar scenario—the GK should measure time in vigilance time intervals. During combat the GK should measure time in tactical time intervals.

Adventure Game Rules

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

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

Movement & Travel

In *Open Adventure* Speed represents the distance, in spaces, characters can move over time.

The number of spaces characters can travel is affected by four factors:

1. Time interval (tactical, vigilance, routine or prolonged). See page 54.
2. Map type (local, overland, stellar or astronomical). See page 54.
3. Number of Speed Points assigned to the character or vehicle.
4. Terrain type and its Speed Point cost.

Speed Points (SPD) 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 SPD afforded to them, depending on the time interval used:

TACTICAL TIME: Characters begin the game with a number of Speed Points, equal to the amount provided by their archetype. An adventurer may expend part or all of their SPD during one half-turn action (see page 78) moving on a local map.

VIGILANCE TIME: Characters may expend up to twice ("x2") the number of Speed they have per minute, while moving on a local map during vigilance time.

PROLONGED TIME: Characters may expend up to four times ("x4") the number of Speed Points they have per eight hours, while moving on an overland map during prolonged time.

CHARACTER SPEED POINTS

Time Interval	Local Map	Overland Map
Tactical (Rounds)	4-8 SPD	—
Vigilance (Minutes)	2 x SPD	—
Routine (Segments)	100 x SPD	10% SPD
Prolonged (Hours)	—	50% SPD
Morning, Noon or Night	—	4 x SPD

A character's starting SPD is dependent on the archetype chosen for that character. Most characters begin with 4-8 Speed Points—allowing them to move between four to seven spaces per half-turn action in combat. See page 78 for how half-turn actions work.

Before entering a space, characters must first spend the number of SPD required to move there. If a character does not have enough SPD 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 traverse.

Different terrain types require various numbers of SPD to enter (see the table below). Easy terrain costs 1 SPD to enter, moderate terrain costs 2 SPD to enter and difficult terrain costs 3 SPD to enter.

Each time a character enters a space, the number of SPD needed to enter that space should be subtracted from the character's total Speed Points available. If a character has no more Speed to spend, they cannot move until their next time interval (note that Stamina Points can still be spent to move additional spaces, see page 9 for details).

TERRAIN SPEED POINT COST

Terrain Type	SPD 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

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 63 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 period 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	½ HP	1 HP
1	1 HP	2 HP
2	2 HP	4 HP
3	3 HP	6 HP
4	4 HP	8 HP
5	5 HP	10 HP
6	6 HP	12 HP
7	7 HP	14 HP
8	8 HP	16 HP
9	9 HP	18 HP
10	10 HP	20 HP

Characters regain a number of lost health points equal to their experience level per day (minimum ½ HP), or twice their level per day if the character rested for an entire day. It should also be noted that some spells can recover lost health points (see PART 5: MAGIC on page 68).

Falling

If a character falls off a ledge, sheer wall, pit or other great distance they risk suffering damage from the impact. Characters suffer 1 crush damage for every space fallen up to a maximum of 50 damage.

FOR EXAMPLE, a character falls 10 spaces off a ledge and onto a stone surface. The PC would suffer 10 crush damage.

Falling does *not* ignore armor when determining the character's Defense for inflicting damage purposes, but it does ignore the character's Dexterity ability.

FOR EXAMPLE, a character with a Dexterity 5 who is wearing armor with a Protection 4 who fell 10 spaces would suffer 6 crush damage ($10 - 4 = 6$).

For rules purposes, a character is assumed to fall 50 spaces per second. Different gravities (see INTERMEDIATE RULEBOOK) can affect 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 crush 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 crush damage). The character attempts a Reflex Save and succeeds, further reducing the damage by half (rounded down) to a total of 2 crush damage suffered.

Crushing objects do *not* ignore armor when determining the character's Defense for inflicting damage purposes, but it does ignore the character's Dexterity ability.

FOR EXAMPLE, a character with a Dexterity 3 who is wearing armor with a Protection 2 who had an 11 wt stone fall on them would suffer 9 crush damage ($11 - 2 = 9$).

Fire & Flame

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

Elements of Fire

Once a fire has been started, it will take on the following properties:

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

- Tiny: Torch size
- Small: Area 1
- Medium: Area 2
- 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 single controlled flame.

DAMAGE: Fire damage inflicted by a small fire is equal to “10+roll”. For every larger-sized fire, add +5 fire damage. Tiny fires deal one-half the damage of a small fire.

FOR EXAMPLE, an enemy NPC is thrown into a small fire. The Game Keeper makes a standard roll for a result of +1. The GK declares the fire dealt 11 fire 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 ability.

FOR EXAMPLE, a character with a Dexterity 7 who is wearing armor with a Protection 3 who fell into a small fire would suffer 7 fire damage ($10 - 3 = 7$) before the standard roll.

Fires inflict damage immediately after characters have been exposed to flames. For every round a character is exposed to fire, they must make a Reflex Save: if failed, a part of their body, clothing or equipment (GK'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 round, the GK should roll 1D for each uncontrolled fire. On a 1, the fire spreads to an adjacent space of the Game Keeper's choosing.

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

Outer-Space Vacuum

An adventurer who is exposed to the vacuum of outer-space or de-pressurization immediately receives a dying condition (see page 63), but may continue their turn as normal. A character can remain alive in a vacuum a maximum number of rounds 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 rounds 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.

Weight & Encumbrance

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:

BRIGHTNESS: Well lit areas similar in illumination to daylight or a bright artificial light.

LOW-LIGHT: Objects, spaces and characters are barely lit and difficult to see. Low-light spaces always have at least **Partial Cover** (see cover rules on page 88). Characters in low-light suffer from the partial blindness condition (see page 63 for more on conditions) unless looking at or targeting bright or dark spaces.

DARKNESS: Objects, spaces and characters are sub-

merged in pitch black darkness and have **Full Cover**. Characters in dark spaces are considered blind unless looking at or targeting bright or low-light spaces.

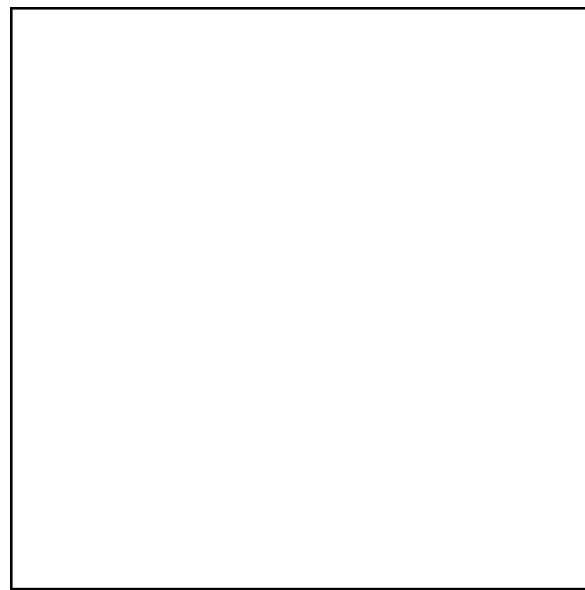
Spaces outside the range of illumination are considered to be in darkness unless lit by another light source. At the GK's discretion, illumination may require line of sight to the light source in order to provide brightness or low-light.

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 Keeper 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 or character (including the current character) that would block LOS, 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.

LEVEL ADVANCEMENT

Level	XP Required	Magic Order	Mana/Psi	Save	Skill Point	Stamina	Combat Action	Primary Trait
Level 0	-	0 th Order	-	-	-	-	-	-
Level I	500 XP	1 st Order	+1 MP/PSI	+1 Save	-	-	-	Yes
Level II	2,000 XP	2 nd Order	+1 MP/PSI	+1 Save	+1	+1 SP	-	Yes
Level III	4,500 XP	3 rd Order	+1 MP/PSI	+1 Save	+1	-	-	Yes
Level IV	8,000 XP	4 th Order	+1 MP/PSI	+1 Save	+2	+1 SP	-	Yes
Level V	12,500 XP	5 th Order	+1 MP/PSI	+1 Save	+2	-	+1 Half-Turn	Yes
Level VI	18,000 XP	6 th Order	+1 MP/PSI	+1 Save	+3	+1 SP	-	Yes
Level VII	24,500 XP	7 th Order	+1 MP/PSI	+1 Save	+3	-	-	Yes
Level VIII	32,000 XP	8 th Order	+1 MP/PSI	+1 Save	+4	+1 SP	-	Yes
Level IX	40,500 XP	9 th Order	+1 MP/PSI	+1 Save	+4	-	-	Yes
Level X	50,000 XP	10 th Order	+1 MP/PSI	+1 Save	+5	+1 SP	+1 Half-Turn	Yes

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 83). 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 7 for steps on creating a character). Although rare, some magic may delay or even reverse the effects of death.

Any treasure, items, weapons, etc. of the dead character can be divided amongst the surviving party members in any way they choose.

The total number of experience points (page 58) 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 Keeper'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

In total, there are ten levels a character can achieve: level I through level X. 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.

After achieving a new level, up to seven advancements may occur:

1. HEALTH POINTS: Each character's maximum HP is increased by a number of points as allowed by the archetype chosen.

FOR EXAMPLE, a disciple who is promoted to a new level would gain 1D+1 extra health points.
The player would roll a 1D and add 1 to the result. The total is the number of points their maximum HP is increased.

2. MAGIC: Any characters with a Magic ability of 1 or more gain access to a new order of magic equal to their newly promoted level.

FOR EXAMPLE, a character promoted from 2nd to 3rd level would be able to use 3rd order spells and psionics (as well as all lower orders of magic) for which they had the appropriate type of mana or psi.

Additionally, such characters gain +1 mana or psi of a type (green mana, blue mana, red mana, etc.) of their choice, every time they are promoted. See page 68 for details on magic.

3. SAVES: One Save (Fortitude, Reflex or Willpower) is increased by +1 point. The player may choose which Save has its maximum amount increased this way. See page 12 about Save Tests.

4. SKILL POINTS: Each adventurer gains additional Skill Points equal to half of their new experience level (rounded down). These Skill Points may be allocated to any Skill Tests involving a character's Strength, Perception, Intelligence, Dexterity or Charisma. However, once the Skill Point has been allocated, it cannot be changed later. See page 10 for information on Skill Tests.

5. STAMINA POINTS: Starting at level 2, and every other level afterwards, adventurer's maximum Stamina Points increase by +1. For rules on how Stamina Points can be expended, see page 9.

6. COMBAT ACTIONS: Every 5 levels that a character is promoted, they may perform 1 additional half-turn action during tactical time. If an adventurer could perform 2 or more half-turn actions, they may choose to perform 1 full-turn action, instead. These additional actions may only be performed during tactical time. See page 78 for rules about actions during combat.

After 10th level, no additional bonuses or benefits are gained. The Game Keeper should refer to the **GAME KEEPER'S RULEBOOK** for details on how players earn XP.

Common Character Actions

Swimming

When a character enters deep or swift moving water, and every round they remain in such waters, he or she must perform a “*Swim*” (Strength) 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 or moving through water terrain (at a cost of 3 SPD per space, see movement on page 54) or choose to stay afloat.

If the character fails their test, their head slips under the water. For every round a character is underwater this way, they receive 1 suffocation counter (see page 63) and sink deeper into the watery depths at a rate of 2 spaces per round.

Every segment 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 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 83).

Jumping

Often times characters may need to jump over perilous pits or away from danger. To jump, adventurers must perform a “*Jump*” (Strength or Dexterity) Skill Test. Characters may jump horizontally a distance equal to one-half their Jump Skill Test result (rounded down, minimum 1 space). Characters may jump vertically half their height, in spaces.

If the jumping character moves in a straight line for a

minimum of 4 spaces prior to jumping, they may double the length or height 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 lays wait nearby may attempt to listen for distant sounds. To listen, adventurers must perform a “*Listen*” (Perception) Skill Test. Characters are considered to be able to hear sounds of “*talking volume*” (50 decibels) up to a number of spaces equal to five times ($x5$) 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 a 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 GK). Characters cannot attempt to listen during a noisy event, such as during battle.

Searching an Area

Characters may search any space they occupy or any adjacent spaces for 1 minute per space searched. GKs should refer to the **GAME KEEPER'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 “*Ranged*” (Perception) Skill Test. The distance the object is thrown is equal to twice their Ranged Skill Test result.

FOR EXAMPLE, a character with a Ranged Skill Test result of 5 could throw an object 10 spaces.

At the GK'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 80.

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

An adventurer who is forced to hold his or her breath can do so for a number of minutes equal to their current 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 one-half 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 round. If they are successful, they remain conscious and can continue their turn as normal, but suffer 1 exhaustion counter each round until they begin breathing again. If they failed, they fall unconscious and receive a dying condition if unable to breath normally (see page 63).

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 air in half 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 56 for rules concerning fires and the oxygen it depletes.

Hanging

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

A hanging character can hold on to a support for a number of minutes, equal to their current stamina, before being forced to let go and fall. Note that the optional encumbrance penalties (in the INTERMEDIATE RULEBOOK) affect 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 hang time.

Characters holding on to a support with only one hand will fall in one-half the normal time.

Running

Characters may expend 1 Stamina Point to double the number of SPD they have (during tactical time), until end of round. Characters running over long distances (500 or more spaces) or during other time intervals (vigilance, routine or prolonged) gain up to half their SPD in additional Speed Points, instead. A character may only perform this action once per time interval.

Damage Types

As adventurers face new and exotic NPCs in battle, so-to will they face various “types” of damage, known as **Damage Types**. Damage inflicted upon characters, vehicles, equipment and so forth may be of one or more types. There are six main types of damage: biological, elemental, energy, kinetic, psionic and spell. Each damage type has several optional subtypes assigned to them, for a total of 33 damage types.

For rules purposes, each damage type is considered to be both its own type as well as all of its subtypes, simultaneously.

FOR EXAMPLE, psionic damage is considered to be psionic, shadow and spirit damage, all at once.

However, each subtype is only considered to be its own type as well as its parent type.

FOR EXAMPLE, slash damage is both slash and kinetic damage; but no other type.

Damage Powers

Damage types can be one of a diverse set of “powers”. The more powerful a damage type, the more likely it will inflict double its normal damage upon its target. The less powerful the damage type, the more likely the damage will be diminished or even negated.

There are five powers that a damage type can be:

- **MINOR:** Each time a character would suffer 1 or more points of damage from a “minor” damage, the target may treat their resistance to that damage as if it was two slots higher than normal (e.g. vulnerable to normal).
- **LESSER:** Each time a character would suffer 1 or more points of damage from “lesser” damage, the target may treat their resistance to that damage as if it was one slot higher than normal (e.g. vulnerable to weak).
- **MEDIUM:** The default damage power. Medium damage is treated with neither a higher or lower resistance than normal.
- **GREATERT:** Each time a character would suffer 1 or more points of damage from “greater” damage, the target *must* treat their resistance to that damage as if it was one slot lower than normal (e.g. immune to strong).
- **MAJOR:** Each time a character would suffer 1 or more points of damage from “major” damage, the target *must* treat their resistance to that damage as if it was two slots lower than normal (e.g. immune to normal).

For rules on how damage types are handled by characters, see damage resistances on page 12.

If the GK decides not to use the optional damage subtypes, treat every reference of a subtype as that of its parent type.

FOR EXAMPLE, if not using the damage subtypes, "atomic" damage would be considered as "energy" damage, instead.

For damage that inflicts two or more subtypes with different powers, use only the damage power that is closest to "medium" damage.

FOR EXAMPLE, a weapon inflicts "major heat" damage and "medium sonic" damage. When not using the damage subtypes rule, the "medium sonic" damage would be used and considered as "medium energy" damage, instead.

Damage Type List (Alphabetical)

Biological

"Biological" involves any chemical, physiological or organic processes; typically involving living creatures. Biological damage includes internal damage such as bleeding or attacks targeting internal organs.

ACID: Any damage that is corrosive, caustic or dissolving of flesh or solid objects such as armor and shield. Also includes any substance that causes oxidation like rust.

DISEASE: Damage that causes ailments, sicknesses, infections or inflictions. Biological characters are typically victims of this damage type, though certain proto-viruses and macroparasites have been known to inhabit mechanical creatures such as androids.

POISON: Whether from fungi, minerals, chemicals, plants or venoms; poison damage is often very deadly. Poisons attack or completely bypass a character's natural immune system and target the bodies vital functions.

Elemental

"Elemental" represents a spectrum of the five elements of the world: æther, earth, fire, water and wind. Elemental damage consists of anything that comes naturally from the world in its purest elemental form.

ÆTHER: A mysterious energy spread throughout the celestial firmament. Understanding of æther alludes even the most studious of scholars. Few can harness the power of æther, and fewer yet know its true origin. Largely believed to be the incorporeal manifestation of a spirit world, outer plane or extra dimension; æther is considered to be the greatest of the five elements.

EARTH: Damage involving the rocks, soil, mud and sand of terra firma. Earth damage may occur naturally from volcanoes, comets, mountains, caves and canyons.

FIRE: The ignition and burning of materials that summon flames of fire. Fire damage burns, chars, melts and ignites the material it has engulfed, and has been known to spread to nearby surfaces.

WATER: The power of water is immense. Drawing from the motion of the seas, oceans, rivers lakes and

clouds; water is everywhere and necessary for most of life. Water damage has the power to drown, freeze, carve canyons and create tsunamis.

WIND: Hurricanes, tornadoes and cyclone storms are only a small amount of what wind damage is capable of unleashing. Harnessing the natural current of air and gases found in the atmosphere, wind damage can be immensely influential.

Energy

"Energy" refers to any damage that involves the complex interplay between molecules, electromagnetism and other forces of nature. Energy damage often comes from high-tech weaponry that releases large amounts of power in a single volley, for destructive results.

ATOMIC: The interaction between individual atoms and other particles on an incredibly small scale, such as gluons, neutrons, electrons and bosons. Atomic damage includes nuclear and other radioactive damage found both in nature and weapons of war.

COLD: Cold damage involves the rapid slowing of molecules and the freezing or icing of objects and atmosphere. Characters who suffer from hypothermia, frostbite or the chill of outer-space will feel the affects of cold damage.

ELECTRIC: Electric damage comes from the shock of volts and amperes of a highly charged source. Electric damage includes that from lightening, charged coils and electronics. Damage inflicted in virtual or cyber space is considered electric damage.

EXPLOSIVE: Explosive damage comes from rapid oxidation of combustible materials, and impending discharge of volatile energy. Explosions inflict destruction through percussive waves, fiery expansion and aftershock. Not all explosions cause fire; some specially designed weapons may cause a rapid release of a freezing agent such as super-cooled nitrogen.

HEAT: The opposite of cold damage, heat damage involves the excitation of individual molecules of a character, item or place. Heat could lead to melting, weakening of materials, heat stroke or other swelter-related conditions.

ILLUMINATION: The power of the photon and other light sources can be incredibly destructive. When amplified into a focused line; light can be turned into powerful lasers. Illumination damage is caused by light sources radiating from a illuminant outward, towards its target, or cast in all directions.

SONIC: The wave length and power of acoustic shock; sonic damage involves loud or focused sounds that can stun or hurt characters.

DAMAGE TYPES

Damage Type	Save Type
BIOLOGICAL	Fortitude
Acid	Reflex
Disease	Fortitude
Poison	Fortitude
ELEMENTAL	Fortitude
Æther*	Willpower
Earth	Reflex
Fire	Fortitude
Water	Fortitude
Wind	Reflex
ENERGY	Reflex
Atomic**	Reflex
Cold	Fortitude
Electric	Reflex
Explosive	Reflex
Heat	Fortitude
Illumination	Reflex
Sonic	Willpower
KINETIC	Reflex
Abrasión	Fortitude
Contortion	Fortitude
Crush	Reflex
Pierce	Fortitude
Slash	Reflex
PSIONIC	Willpower
Shadow	Willpower
Spirit	Willpower
SPELL*	Willpower
Arcane*	Willpower
Chi*	Willpower
Divine*	Willpower
Evil*	Willpower
Nature*	Willpower

* = Fantasy Only, ** = Science Fiction Only

Kinetic

“Kinetic” damage involves any physical impact, crushing, twisting or other manual manipulation. Kinetic damage can be inflicted from ranged weapons such as bullets, melee weapons or grappling.

ABRASION: Damage caused by friction, scraping,

avulsions or abrading. Abrasion damage is inflicted if a character falls out of a fast-moving vehicle, suffers rope burn or is otherwise exposed to friction.

CONTORTION: Represents the bending, twisting and manipulation of various parts of a character's body or the individual components of a vehicle or device. Contortion damage can be suffered when characters are wrestling.

CRUSH: Involves both the constriction or compaction of something, as well as the lack of pressure on a character, when in the vacuum of space. Characters can suffer crush damage when deep underwater or struck with large debris or rocks.

PIERCE: Weapons that force a sharpened point or weapon tip in-between armor, as a thrust, can cause pierce damage. Pierce damage is inflicted through stabs, jabs and punctures. Note that pierce damage is not the same as the pierce weapon ability.

SLASH: Any weapon that slices, chops or lacerates can deal slash damage. Slash damage can also be inflicted from natural weapons such as claws, talons and fangs.

Psionic

“Psionic” damage comes from the mysterious paranormal powers of the mind. Psionic powers, such as telekinesis, can often inflict other types of damage (e.g. crush, contortion, heat or cold).

SHADOW: The sinister and macabre nature of dark psionics can cause shadow damage. Dark psionics manifests shadow damage exclusively.

SPIRIT: The purity of thought from light psionics emanates outwards and can inflict a mental damage known as spirit damage. Spirit is exclusively manifested from light psionics and is rarely seen elsewhere.

Spell

“Spell” represents the arcane, occult and magical properties of spells and the damage it inflicts.

ARCANE: Blue magic that inflicts damage causes arcane damage. Arcane damage is from the cabalistic powers often used by wizards and mages.

CHI: Through focus and meditation of one's body and mind, a character can use red magic to inflict chi damage. Chi damage flows when the internal energies of a character's body, when focused.

DIVINE: Through a character's divine communion with their favored deity, characters can call forth the mystical powers of other realms to inflict divine damage upon their enemies. Divine damage is almost always inflicted from deities with a good alignment.

EVIL: The sinister and often demonic influences of black magic inflict evil damage. Malevolent forces that deal with death, undead and other necrotic elements inflict evil damage.

NATURE: The neutral forces of nature, animals, plants and the cosmos are capable of causing nature damage. Green magic, which draws its power from nature, is the chief source of nature damage.

Conditions, Effects & Abilities

Below is a list of conditions, effects and abilities used throughout *Open Adventure*. Some abilities require a cost to be payed before the associated effect can be used. The cost of the effect is denoted to the left of a colon (":") followed by the effect (e.g. "★: Entangle").

Special Symbols

Some conditions, abilities or effects use symbols to represent different aspects of the *Open Adventure* game:

- The "♥" symbol represents health points (see page 9).
- The "⚡" symbol represents Stamina Points (see page 9).
- The "★" symbol represents Triumph Points (see page 82).
- 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 round.
- The "₵", "₵", "₵", "₵", "₵", "₵" and "₵" symbols represent varying types of mana or psi points (see page 69).

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 when first acquiring the condition. The effects of counters are explained in the description of the condition. If a condition that uses counters has 0 or less counters, that condition ends immediately.

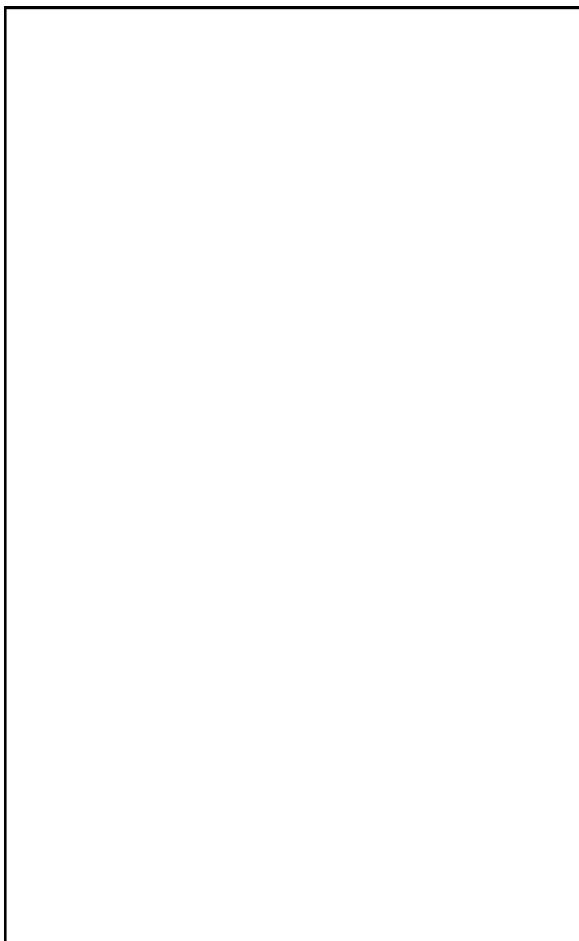
Damage suffered from conditions ignore armor, unless stated otherwise. The effects of a condition persist until the condition no longer exists.

Age

You permanently age 10 years for every age counter you have.

Bleed

Once per minute make a Fortitude Save for every bleed counter you have. If successful, remove 1 bleed counter. If failed, suffer -1♥.



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 Attack and Defense for as long as you are blind. However, if you're only "partial blind" you suffer -2 Attack and Defense, instead.

Burn

Once per round 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 segment make a Fortitude Save: If failed, you suffer -1⚡ and -1 to all Saves for every cold counter you have.

Confuse

Once per round make a Willpower Save: If successful, remove 1 confuse counter. If failed, you suffer -3 to all Skill Tests and cannot concentrate until end of round.

Deaf

You cannot hear, and suffer -2 initiative. You cannot perform “Listen” (Perception) Skill Tests.

Dying

Once per round make a Fortitude Save: If successful, you suffer -1*HP*. If failed, you die.

Energy Drain

You lose a number of experience levels equal to the number of energy drain counters inflicted. Energy drain removes all benefits of the lost experience levels (e.g. health points, Skill Points, magic orders) immediately. Your XP is now equal to the minimum required for the new level you've been reduced to.

If temporary, you may spend 1 day resting to remove 1 energy drain counter.

Exhaustion

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

Fly

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

Helpless

For as long as you are helpless any attacks that target you automatically hit for maximum damage (as if the attacker rolled a +5 on their Attack Roll). Ignore your Dexterity ability when determining your Defense.

Intoxication

Once per segment you must make a Willpower Save: If successful, you gain +5 Charisma until end of segment. If failed, you suffer -2 Intelligence, -2 Perception and -1 Defense until end of segment.

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 “thermal vision” can see invisible characters.

Panic

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 panic counters you have. If you are unable to escape, you may Defend but not Attack.

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.

Poison

Once per minute you must make a Fortitude Save: If successful, remove 1 poison counter. If failed, you die.

Prone

While prone, Ranged Attacks have Disadvantage when attacking you, but Melee Attacks have Advantage against you.

Sleep

You cannot perform any actions and suffer from the helpless condition. Once per segment you may make a Willpower Save: If successful, you may choose to wake up.

Slow

Once per minute you must make a Willpower Save: If successful, remove 1 slow counter. If failed, you suffer -1 SPD 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, otherwise the players may choose the order).

Starve

For every starve counter you have, you suffer -1*HP* 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 on your turn. You may spend 1 half-turn action to remove 1 stun counter.

Suffocate

You suffer -5*HP* each round you are holding your breath, cannot breath normally or for each suffocate counter you have. SP lost this way is regained once you begin breathing normally *and* have 0 suffocate counters.

Surprise

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

Swelter

Once per segment make a Fortitude Save: If failed, you suffer -1*HP* and -1 to all Saves for every swelter counter you have.

Taunted

Once per round perform a Willpower Save: If successful, remove 1 taunt counter. If failed, you must spend all of your actions attacking your taunter or moving into a position to attack your taunter. You are no longer taunted if your taunter is helpless, unconscious or cannot engage in combat.

Ability Damage

You lose 1 primary ability point of the associated type

(Strength, Perception, Intelligence, Dexterity, Charisma, Vitality or Magic) for every ability damage counter you have. If temporary, for every 1 day you spend resting, you may remove 1 ability damage counter.

Unconscious

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

EXAMPLE ADVENTURE

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

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

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

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

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

GK: "The bright lights from the party's torches obscure their low-light and dark 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."

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

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

GK: "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."

GK makes a secret "*Listen*" (Perception) Skill Test on Wekan's behalf: "As far as you can tell, you don't hear a thing."

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

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

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

Amara: "At least *you* have dark vision!"

Elscira: "The party explores the side passage."

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

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

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

Amara: "Do I understand any of the words being spoken? I know dwarf (7), hobgoblin (7) and common (10)."

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

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

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

GK: "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)

GK: "Lothor, please make a '*Force Open*' Skill Test based off your Strength ability."

Lothor: "I rolled a +2. Added to my Strength of 8 with 1 Skill Point for Strength, Lothor achieves a force open skill of 10."

GK: "Excellent! Lothor only needed a 7 or higher to open the door—the door swings open wide with a loud crash—revealing 10 goblins inside the room!"

(Combat ensues until the adventuring party manages to kill all 10 goblins. The GK 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 GK's roll reveals that no wandering monsters appear.)

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

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

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

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

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

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

GK secretly rolls for Lothor's "*Search*" (Perception) Skill Test even though there are no traps on the discolored stone. The GK 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?"

GK: "Immediately after pushing the stone inward, a secret door opens along the east wall of the room. You see a half-space wide corridor heading north-east three spaces and ending at a wooden door."

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

GK: "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!"

GK: "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."

GK: "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!"

GK (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?"

GK rolls for Lothor's "*Appraise*" (Intelligence) Skill Test: "You would guess the box appears to be worth about 100 sc. Each bracelet appears to be worth 600 sc! Elscira, as you sneak around the room in the boots; you appear to be moving silently."

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

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

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

(At this point, combat would begin!)

Part V: Magic

Magic is mysterious, arcane and often occult energies. A character can harness these mysterious powers in a formula designed to control the enigmatic incantations. In fantasy campaigns magic is referred to as **Spells** while in science fiction campaigns magic is referred to as **Psionics**. Though the names are different, the rules governing both forms of magic are largely the same.

Magic Forms

Magic in *Open Adventure* is divided amongst different general types, known as **Forms**. There are ten forms of magic in total: five forms of spells, two forms of psionics and three special forms (discussed later in this chapter).

Spells

The five types of spells are: black magic, white magic, blue magic, red magic and green magic.

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

BLUE MAGIC is sorcery and conjurations that bend reality and create arcane constructs and illusions. Blue magic is invoked through casting of spells and rituals to conjure powerful summons to assist you.

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

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

WHITE MAGIC is mysticism used to hearken divine souls (angels, deities, etc.) to help you in a time of need. White magic is used through prayers and devo-

tions to ask for divine intervention in the name of your cause.

Psionics

Some extraordinary characters possess paranormal powers of the mind, known as psionics. Such gifted characters use the power of thought to perform supernatural abilities such as telekinesis, telepathy and more. Psionic powers can be used by tapping into an all prevailing mysterious power known as the “*paraforce*”. The paraforce has two sides to it: the light side and the dark side.

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

DARK PSIONICS look inwardly to one's selfishness, anger, fear and malevolent nature to achieve great power and domination over others.

Special Magic

Other, more exotic forms of magic exist outside that of spells and psionics. However, for means of simplicity, the term “*spell*” may be used as a synonym to describe either spell magic (black, blue, green, red and white) and/or special magic.

PRISMATIC MAGIC is a hybrid form of magic made up of two or more other magic forms.

FOR EXAMPLE, a spell that is both green and blue magic would be considered prismatic magic.

For rules purposes, prismatic magic is considered to be all forms that it is comprised of, simultaneously.

ACHROMATIC MAGIC is considered to belong to no spell or psionic color. Although achromatic magic is uncolored, *any* type of mana or psi (see page 69) can be used to cast achromatic magic. However, achromatic magic always remains colorless, no matter what type of mana or psi is used to cast it.

TRANSMUTIVE MAGIC is a special adaptive form of magic. The defining characteristic of transmutative magic is that once mana or psi has been expended to cast it, the magic instantly becomes that form of magic.

FOR EXAMPLE, *a character spends black mana to cast a transmutive spell. The magic immediately changes from its transmutative form to a black magic spell.*

Once transmutive magic changes forms, it cannot be changed back.

Gathering Magic

Magic requires two things before a character can begin experimenting and using it:

ELIGIBILITY: Adventurers must first be considered “*eligible*” to use a certain form or order of magic. Eligibility has two requirements: proper archetype, and proper experience level.

While most magic draws its power from a source that any character archetype can be eligible to use, only the Disciples archetype is eligible to use white, green and/or black magic, due to its unique religious and spiritual nature. For details on how Disciples can use these magic forms, see page Error: Reference source not found.

When a character is promoted to a new level, they may gain access to new orders of magic. When a PC’s level is equal to or greater than “*10 – their Magic ability*”, they may begin using 0th order spells or psionics.

FOR EXAMPLE, *an arcanist with Magic 6 can begin using 0th order magic at level 4 ($10 - 6 = 4$)*

For every order of magic higher than a character wishes to use, the PC must first gain that many additional experience levels before they are eligible to use it.

FOR EXAMPLE, *The same character can only begin using 1st order magic at level 7, 2nd order magic at level 8, and so on.*

At the GK’s discretion, the adventure may have “*high magic*” (high amounts of magical characters, items and effects), instead. Adventures with high magic allow characters to be eligible for using magic once their experience level is equal to or greater than the spell or psionic’s order number, instead.

FOR EXAMPLE, *with the optional high magic rule, a 3rd order spell can be cast by level 3 casters or higher.*

ACQUISITION: Depending on the GK’s discretion, adventurers may or may not be expected to acquire magic through one or more of the following means:

- DISCOVERY:** Often characters need to find magical spells, instructions or recipes on their own before they know how to use a specific spell

or psionic. Magic can be found written in spellbooks, scrolls or imprinted on enchanted items, amongst other methods. Adventurers may also acquire magic through commerce, theft or less common means.

- INHERIT:** Many gifted characters may possess magical powers naturally, thanks either to their bloodline, natural talents, mutations or other extraordinary reasons.
- ACHIEVEMENT:** Characters may acquire magic that has been bestowed upon them by others. Many deities, for example, will grant their followers magical powers in exchange for adherence to, and service for, their religious doctrines (see rites and ascetics on page Error: Reference source not found).
- STUDY:** Perhaps the most common means of acquiring magic is by being taught the occult art from a master arcanist, instructor or sensei. This process can take days, weeks or even longer, depending on the magic being sought.

Once a character is both eligible and has acquired a spell or psionic, they may attempt to employ the possessed magic. For requirements to casting magic, see below.

Casting Magic

When creating a new character, if a character’s Magic primary ability has 1 or more character points assigned to it, that character, known as a **Caster**, can harness magical powers. Characters with a Magic of 0 cannot use magic naturally, but may still be able to use certain enchanted items.

A. Magic Orders

Every form of magic is divided into general categories, known as **Orders**, which represent the overall power and potency of a magic spell or psionic.

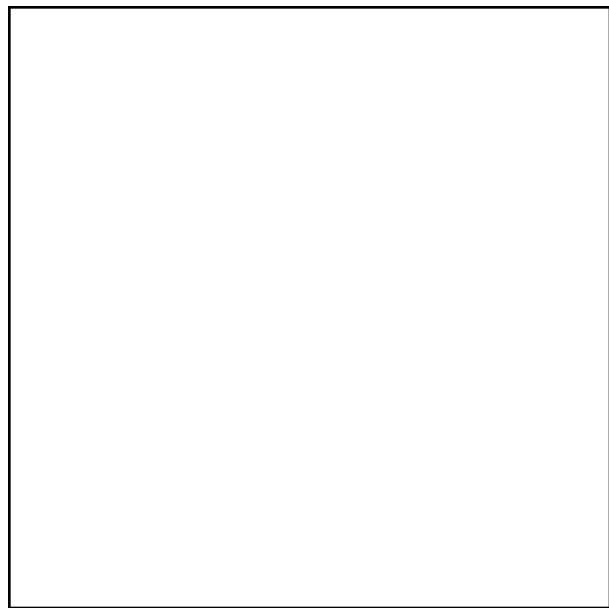
In total, there are 11 orders, beginning with 0th order magic and increasing in power to 10th order magic.

B. Mana/Psi Points

Before a character can use magic, they must pay a cost, either in **Mana Points (MP)** or **Psi Points (PSI)**.

Of the five spell forms (black, blue, green, red and white magic), there are five corresponding mana types: ♣ Black Mana, ♦ White Mana, ♦ Blue Mana, ♦ Red Mana and ♦ Green Mana.

Likewise, of the two psionic forms (light and dark magic), there are two corresponding psi types: ○ Light Psi and ● Dark Psi.



Additionally, there is *** Achromatic Mana** (colorless mana, discussed later in this chapter).

Gaining Mana/Psi

When creating new characters, players must choose which type or types of mana/psi points they want their character to utilize throughout their adventure.

Players must choose as many MP/PSI as their PC's Magic ability number. The mana or psi points chosen may be of any combination of spell or psionic types (however, achromatic mana *cannot* be chosen and white, green and black mana can *only* be used by disciples) as long as they are appropriate for the style of adventure the Game Keeper has designed.

FOR EXAMPLE, a character with Magic 5 could choose 3 red mana and 2 blue mana for a total of 5 ($3 + 2 = 5$). If the character was using psionics instead, they could have chosen 4 dark psi and 1 light psi for a total of 5 ($4 + 1 = 5$).

Once a character has determined how many mana/psi points their character receives, and of what type(s), they may begin browsing the spells or psionics available to them. See page 75 for a list of magic.

Anytime a character expends one or more MP/PSI, those points are spent and do not replenish until the casting character has rested for a full eight hours (see page 55 for rules on rest and recuperation).

Unspent or unused mana or psi remain with the caster until spent at a later time, but at no point can a character have more MP/PSI, in total, than twice their Magic ability.

Cast Cost

The **Cast Cost** of a magic spell or psionic refers to how many—and of what type—of mana or psi points must be expended before the spell or psionic can be cast. The

cost of magic depends on its order (see magic orders on page 69). First order magic typically has a cast cost of 1 MP or PSI. Second order magic typically has a cast cost of 2 MP or PSI, and so on. Note that while zeroth order magic typically has a cast cost of 0, such magic has other restrictions (see below).

Prismatic magic requires the expense of two or more mana and/or psi types (depending on the cast cost). A character must expend the correct number of each type of MP/PSI listed in the prismatic magics cast cost before the spell or psionic can be cast.

FOR EXAMPLE, a prismatic spell with a cast cost of “ ” would require exactly one black mana and one blue mana.

The cast cost of achromatic magic can be spent by expending *any* type of mana or psi (either colored or achromatic), up to the amount listed for the magics cast cost.

FOR EXAMPLE, an achromatic spell with a cast cost of “” could be paid for by expending “”, “” or any other mana or psi type.*

Transmutative magic always has two or more cast costs listed. Multiple cast costs are separated by the forward slash (“/”) symbol. Amongst the multiple cast costs present, a caster must choose only one, when transmutative casting magic.

FOR EXAMPLE, a transmutative spell with a cast cost of “ / ” could be paid for by expending either “” or “” mana, but never both.

Certain spells or psionics may have a cast cost of 0. Magic with a 0 cast cost can be cast without the expense of MP or PSI, up to a number of times equal to the caster's Magic ability number. If the casting character rests for a full eight hours, they may fully replenish the number of times they can use 0 cast cost magic.

FOR EXAMPLE, a caster with Magic 3 attempts to cast a psionic with a cast cost of 0. The caster may cast the psionic up to 3 times before needing to rest in order to cast it again.

C. Components

Magic components are the gestures and phrases the caster must perform, or in some cases, the items the caster must have in their immediate possession, in order to cast a spell or psionic. At the GK's discretion, if a caster is missing one or more of the required components for the spell or psionic they wish to cast, the magic *cannot* be cast.

Some magic may only require one or two components (or none at all), while others may require all five. Refer to the individual magic for a list of required components.

Discuss with the Game Keeper about which (if any) of the magic components will be required in their adventure or campaign.

The magic components include:

DEPLET (D): “*Deplete*” represents the required amount of stamina, health or experience points that must be expended by the caster, before each casting of the magic (this cost is in addition to any listed cast cost, see page 70).

FOCUS (F): “*Focus*” represents any religious or holy relic, symbolic object or sacred item. Focus components must be held or immediately possessed by, and concentrated on by the caster throughout the casting of the magic spell or psionic.

MATERIAL (M): “*Material*” is either a general or specific type of symbolic ingredient, piece or object that is sacrificed, consumed or otherwise destroyed during casting.

The precise nature of required material components is dependent upon the GK’s discretion. However, one or more generic “*types*” of materials may be listed with each spell. The general material types are:

- **PLANT**: The most basic and cheaply acquired ingredient. Plant-based components may include (but are not limited to) leaves, vines, spores, stems, fruiting bodies and roots.
- **ANIMAL**: Animal-based components may include (but are not limited to) furs, fins, fangs, teeth, feathers, extremities and organs.
- **MINERAL**: Mineral-based components may include (but are not limited to) ores, gems, crystals, stones, soils and metals.
- **DEVICE**: Device-based components may include (but are not limited to) clock-work machines, gadgets, mechanical items and general-purpose or utility equipment.
- **LUXURY**: Luxury-based components may include (but are not limited to) jewelry, clothing, artwork, treasure and other opulent splendor.
- **SPECIAL**: Often the most expensive and difficult components to acquire. Special-based components may include (but are not limited to) historic, legendary or enchanted items of exceptional consequence, significance or magical power.

A number preceding a material type (e.g. “2M”), denotes the quantity of the required material type. If no number is present, the quantity is assumed to be equal to one.

FOR EXAMPLE, a spell with required material components of “3A, 2P, M” would require three animal-based, two plant-based and one mineral-based materials.

SOMATIC (S): “*Somatic*” gestures are movements and physical expressions (e.g. weaving of occult patterns and sigils in the air) of the caster’s hand and arm. Casters must have at least one hand free (and empty, unless the Game Keeper decrees certain magic items related to the spell are exempt from this restriction)

in order to perform somatic components of magic.

VERBAL (V): “*Verbal*” represents spoken incantations, blessings or curses. Casters who are unable to speak aloud (such as from being gagged, or magically silenced) cannot perform verbal components of magic. Deaf or deafened casters must perform a Willpower Save Test before casting any spell requiring verbal components: if failed, they misspeak their words causing the magic to be interrupted and not cast (though the caster’s mana/psi is *not* expended).

D. Memorization

Before casting magic, casters must choose a number of spells/psionics to memorize, equal to or less than their Intelligence primary ability 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 (see page 69 about magic eligibility).

FOR EXAMPLE, a level 1 character with white mana may choose to memorize “detect evil” but not any second order or higher magic, nor spells of another form.

To memorize different spells/psionics (and forget previously 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”.

E. Ascendancy

Immediately after a spell or psionic has been cast, but before its effects take place, a Caster must make a Will Save Test. This test represents a Caster’s knowledge, expertise and ability to control & shape the outcome of the magic casted. If a character succeeds at their Will Save, the magic is casted as intended, according to the individual rules of the spell or psionic.

However, if the Caster fails their Will Save, they must roll 2D and consult the “*magic lapse*” table of the same form as the magic casted, below. Note that prismatic and transmutative magic do not have magic lapse tables. Instead, the Caster must choose an appropriate table of a same form as the mana/psi used to cast that spell or psionic.

MAGIC LAPSE

Roll 2D Black

2	Claim Soul
3	Summon Evil
4	Adjacent Explosion
5	Target Ally
6	Target Caster
7	Magic fails entirely and Caster suffers 1D damage.
8	Magic fails entirely and Caster suffers 1 stun counter.
9	Caster gains 2D EP, placed in one or more vices of the Caster's choice.
10	Magic is cast on random enemy of Caster who is within range or fails.
11	Everything within area 4 of Caster is covered in a fine cloud of ash.
12	Magic produces whirring noises and an awful odor of brimstone.

Magic Lapse Effects

Below is a list of all possible effects that can happen due to a magic lapse (see page 71).

Claim Soul

Magic fails entirely and a portion of the Caster's soul is claimed by an evil deity. Caster suffers 1D energy drain counters.

Summon Evil

Magic fails entirely and an evil creature equal to the magic's order + grade (GK's choice) is summoned and begins attacking the Caster.

Adjacent Explosion

An explosion erupts adjacent to the nearest ally (if equidistant, Caster chooses the ally) within range, inflicting 1D-1 explosive damage and burn counters.

Target Ally

Magic is cast on random ally of Caster who is within range, or otherwise fails.

Target Caster

Magic is cast on Caster, or otherwise fails.

Summon Evil

Magic fails entirely and an evil creature equal to the magic's order + grade (GK's choice) is summoned and begins attacking the Caster.

BLUE MAGIC LAPSE

Roll Failure Effect
2D

- | | |
|----|---|
| 2 | A portion of the Caster's soul is claimed by an evil deity. Caster suffers 1D temporary energy drain counters. |
| 3 | Magic fails entirely and an evil creature equal to the magic's order + grade (GK's choice) is summoned and begins attacking the Caster. |
| 4 | Magic produces the reverse of the intended effect. |
| 5 | Magic targets an unintended character or object (GK's choice) within range . |
| 6 | Magic is cast on random ally of Caster who is within range. |
| 7 | Magic is cast on Caster, instead. |
| 8 | Magic is cast on random enemy of Caster who is within range. |
| 9 | Magic fails entirely and Caster suffers 1D damage. |
| 10 | Magic fails entirely and Caster suffers 1 stun counter. |
| 11 | Magic fails entirely and Caster forgets the magic (the spell/psionic is no longer memorized). |
| 12 | Magic fails entirely and produces whirring noises and an awful odor or brimstone. |

Spell/Psionic Grades

Some extraordinary spells and psionics, in addition to being ranked by order, have up to five **Grades**. A grade is a measure of how well a caster comprehends and retains the details of the specific spell or psionic. Magic is considered generally the same between grades (e.g. the same name, form, effect, order, etc.), however the relative power and details of that magic may change from one grade to the next.

The five spell/psionic grades are:

- Grade I: Inceptive
- Grade II: Novice
- Grade III: Perennial
- Grade IV: Eminent
- Grade V: Master

The numerical notation is used to designate one spell grade from the other (e.g. "fireball I" and "fireball II"), although the grade title may be used at a player's discretion (e.g. "perennial fireball").

GREEN MAGIC LAPSE

Roll Failure Effect
2D

- | | |
|----|---|
| 2 | A portion of the Caster's soul is claimed by an evil deity. Caster suffers 1D temporary energy drain counters. |
| 3 | Magic fails entirely and an evil creature equal to the magic's order + grade (GK's choice) is summoned and begins attacking the Caster. |
| 4 | Magic produces the reverse of the intended effect. |
| 5 | Magic targets an unintended character or object (GK's choice) within range . |
| 6 | Magic is cast on random ally of Caster who is within range. |
| 7 | Magic is cast on Caster, instead. |
| 8 | Magic is cast on random enemy of Caster who is within range. |
| 9 | Magic fails entirely and Caster suffers 1D damage. |
| 10 | Magic fails entirely and Caster suffers 1 stun counter. |
| 11 | Magic fails entirely and Caster forgets the magic (the spell/psionic is no longer memorized). |
| 12 | Magic fails entirely and produces whirring noises and an awful odor or brimstone. |

Typically, spell/psionic grades increase the amount of damage a magic inflicts, the number of HP or SP it heals, the duration it lasts or the range it can be cast. Some spells and psionics may have special effects associated with their grades. See the listed magic for details on its spell grade abilities.

For rules purposes, if a spell or psionic does not have one or more spell/psionic grades listed, it is assumed to be grade I.

Upgrading Spell/Psionic Grades

Characters always begin using magic at its lowest grade. Adventurers can use higher grade spells or psionics, in much the same way they acquire new magic (see page 69 for details on gathering magic). However, characters must be one additional experience level, of that of the magic's order, for every spell grade they wish to use beyond the first.

FOR EXAMPLE, a character must be level 5 or higher to cast a 5th order spell. However, a character must be level 6 or higher to use the "novice" grade of the same spell. They would need to be level 7 or higher to use the "perennial" grade, and so on.

Magic is treated the same from one grade to another, with the exception that characters must cast and use different grades of the same magic as if it was the same spell or psionic.

nity. If a character succeeds at their Save Test, the spell will deal $\frac{1}{2}$ damage (rounded down), have no effect or a different effect (specified by the magic).

Magic Synergy

Rare forms of magic may grow in power and potency when other specific spells or psionics are cast within the same range and round as the spell. Magic with this ability is known to have **Synergy** with other magic.

Magic Details

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

FORM: “*Form*” refers to whether the magic is a spell, psionic or special magic type. In addition, form denotes the specific spell, psionic or special type (e.g. “black magic”, “light psionic”, “achromatic”, etc.). See page 68 for details on magic forms.

CAST COST: “*Cast Cost*”

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 magic has optional extra 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.

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. 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 rounds, minutes or segments (see page 54 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 rounds, minutes, segments, 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).

Saving vs Magic

Victims of magic used as attacks may sometimes avoid or lessen the damage of a spell or psionic. Sometimes defenders may attempt to make a Save Test (see page 12 for information on Saves) against the magic that targets them; in an attempt to use their Fortitude, Reflex or Willpower to avoid the magic's effect. Targets of magic may only attempt to Save against the magic if the spell or psionic specifically allows for the opportu-

MAGIC ORDERS & MANA/PSI COST

Magic Order	Min. Level Required	Mana/Psi Cost
0 th Order	Level 0	0 Mana/Psi
1 st Order	Level 1	1 Mana/Psi
2 nd Order	Level 2	2 Mana/Psi
3 rd Order	Level 3	3 Mana/Psi
4 th Order	Level 4	4 Mana/Psi
5 th Order	Level 5	5 Mana/Psi
6 th Order	Level 6	6 Mana/Psi
7 th Order	Level 7	7 Mana/Psi
8 th Order	Level 8	8 Mana/Psi
9 th Order	Level 9	9 Mana/Psi
10 th Order	Level 10	10 Mana/Psi

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 Keeper can make for his or her own campaign.

⌚ Black Magic

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 rounds

The caster forms a protective glowing aura around their body that helps repel harmful energies.

Caster gains 1D 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.

Part VI: Combat

Once adventurers are ready to descend into a dungeon, travel through the wilderness or visit an alien world, they must also be ready to face whatever fierce or foul foe they run across. Often times, encounters with such creatures will lead to a violent battle, referred to as **Combat**.

Initiative & Surprise

Before combat or an encounter, players must determine which character may act first. The ability to move first is known as **Initiative**. Initiative is only checked once; before an encounter or combat begins.

At the GK's discretion, he or she may determine that initiative is automatically granted to a particular character, due to special circumstances.

FOR EXAMPLE, an adventuring party walking down a dark hallway with a bright torch or chem light would automatically lose initiative and become surprised by enemy NPCs hiding in the dark, due to the light giving away their approach.

The character closest to an encountered NPC must determine their initiative by making an **Initiative Test**. If two or more characters are equidistant to an encountered NPC, the players may choose which character determines their initiative, instead.

To perform an initiative test, make a standard roll and apply the result to the character's maximum Speed Points (if a character has more than one means of movement, use the type they're currently using, otherwise the GK may decide).

FOR EXAMPLE, a character opens a door only to find an orc standing on the other side of it. The PC has 6 SPD. The player makes a roll and gets a result of -1, giving the character an initiative total of 5 ($6 - 1 = 5$).

The GK will elect one NPC from each of the other parties or racial types (GK's choice) that are also closest to the PC making the initiative test. The elected

NPCs will make an initiative test, as well.

Depending on each party's test result, the following will occur:

1. The character with the highest initiative test result wins initiative. That character will act first.
2. If two or more initiative test results are a tie, the character that rolled the highest number on their standard roll moves first, instead. If there is still a tie, the winning character within the PC's party acts first, otherwise there is a re-roll.
3. All other characters who performed an initiative test compare their test result to that of the winner. If their initiative is 5 or more points less than that of the winner, they suffer 1 surprise counter (see page 63).

Each character takes their turn (unless surprised), starting with the character who won initiative. However, before the PC can take their first turn, the controlling player must discuss with the rest of the party on what they wish to do, then declare their actions (see details on declaring actions on page 78).

After the PC has resolved their actions (see page 78) and finished their turn, the controlling player must choose which character will act next. The player *cannot* choose a character who has already acted that round, is surprised or otherwise unable to take their turn normally; they *can*, however, choose for an enemy NPC to take their turn next.

After the chosen character has acted, the controlling player will choose which character will act next (amongst the pool of eligible characters). This process will continue until all characters have had a turn.

After all characters have acted, the last character decides which character will begin at the start of the next round, beginning the process anew.

COMBAT TIME LINE:

1. Character who won initiative begins first.
 - A) Character's party declares their actions.
 - B) NPCs make a morale test (if needed).
 - C) Character resolves their actions.
 - I. Invalid movements or actions are re-chosen and resolved.
2. Character chooses next character to act (surprised characters are skipped—otherwise the next character begins on step A above).

perform the actions declared during the “declare actions” step (see page 78).

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.

Declare Actions

After initiative has been decided, 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 round, they should inform the caller of their intentions who will relay the plans to the Game Keeper.

The Game Keeper must decide beforehand what constitutes a valid declaration. Some GKs may require the players to be specific—detailing the exact location players intend to move their characters towards and what targets will be subject to the PCs attacks, magic, Perks or other abilities. Other Game Keepers, however, may only require a vague description with a general intention of what the PCs are wishing to accomplish.

Once the players have formulated a strategy for their adventuring party, the caller will declare to the Game Keeper 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 minor wounds’ spell.”

Note that this step does not apply to the Game Keeper, and should not be performed by the GK during an NPC party’s turn; but *should* be performed when the Game Keeper 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 Keeper.

On the player’s turn, their characters *must* attempt to

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 54 for details on tactical time).

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

Tactical time is resolved in a series of rounds where each round represents 6 seconds of in-game time. During combat characters can perform one of four types of actions: “full-turn action”, “half-turn action”, “free action” or “special action”.

FULL-TURN ACTION: As the name implies, is an action that takes a character’s entire turn to complete. Examples of a full-turn action would be lighting a torch or casting certain spells.

HALF-TURN ACTION: An action that takes half the time as a full-turn action. Characters can perform two half-turn actions in a single turn. An example of a half-turn action would be to perform one attack or move a number of spaces equal to the character’s Speed Points.

FREE ACTION: is an action that takes place so quickly it does not take any in-game time to complete.

Characters can perform any number of free actions during a round, including during other character’s turns. Examples of free actions would be to yell a command or drop an item.

SPECIAL ACTION: Some actions take place over longer periods of time, such as two or more rounds. These actions should be divided into a series of half-turn or full-turn actions while in combat.

If a character wishes to perform an action not listed, the GK 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 78) and will be divided into multiple half-turn actions, full-turn actions, minutes, segments or longer.

Characters may never perform a half-turn action then begin a full-turn action on the same round. A full-turn action, as the name implies, requires the character's entire turn dedicated entirely to that action.

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 83). To perform a Melee Attack, the attacker makes a standard roll then adds or subtracts the result to their Melee Attack ability. That number is compared to the defender's Defense ability. 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 a character's 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.

COMMON COMBAT ACTIONS

Action

FREE ACTIONS

Drop Item / Weapon

End Spell / Psionic

Lay Prone

Speak

HALF-TURN ACTIONS

Aim

Attack

Defend

Delay Action

Draw / Holster Weapon

Move

Pick Up Item

Stand From Prone Position

FULL-TURN ACTIONS

Light a Torch / Chem Light

Use a Starship System

SPECIAL ACTIONS

Don / Doff Armor

Perform Skill Tests

Use Magic

If the target is within range, the modifier from the dice roll is added to the character's Attack ability. That number is compared to the defender's Defense ability. 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 has been successfully attacked. The character has a Ranged 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 three differences: first, the attacker attacks without using any weapons (note certain special weapons, such as brass knuckles, are an exception to this rule).

Second, When performing an Unarmed Attack, the attacker only uses their Dexterity primary ability as their Attack number.

FOR EXAMPLE, a character with a Dexterity 4 would have an Attack 4 when attacking unarmed.

Third, the attacking character may choose to attack their target by one of five unarmed attack maneuvers at the time of the attack: "kick", "strike", "clinch", "grapple" or "counter weapon". Note that only one unarmed attack maneuver may be performed at a time, and must be declared during the "declare actions" step.

FOR EXAMPLE, a player declares their character will attack an enemy with a kick. On their turn, the character performs an Unarmed Attack adding their Dexterity to the player's Attack Roll.

Kick

A **Kick** is any form of a powerful hit, technique or attack using the attacker's feet and legs.

Strike

A **Strike** is any fast and accurate punches or hits using an attacker's fists or arms.

Clinch

A **Clinch** is any standing hold, arm lock or pressure point attack performed by a character in an attempt to control, submit or throw their opponent. An adventurer cannot clinch an enemy who is two or more sizes larger than themselves.

THROWING CHARACTERS: When a character performs a successful clinch attack against an enemy, the attacker may choose to throw their opponent. When throwing their opponent, the attacker grabs hold of the defender and throws them either to the ground or a number of spaces away from themselves (attacker's choice).

Characters who are martially thrown immediately suffer a number of knockback counters equal to the number of points that the attacker's clinch Attack was higher than the defender's Defense.

FOR EXAMPLE, a character with an Unarmed Attack of 8 throws an enemy with a Defense of 6. The thrown character suffers 2 knockback counters ($8 - 2 = 6$).

Immediately after being thrown the defender must make a Reflex Save: If failed, they suffer crush damage the same as if they had fallen from the height of the attacker's head.

Grapple

Grappling is any takedown, ground fighting or wrestling between two or more characters in an effort to control, pin, submit or destroy their opponent.

Adventurers and NPCs can choose to **Grapple** and wrestle with another character by performing an Unarmed Attack. When grappling, a character may try to force their opponent into a compromising or pinned position so they cannot move any further. An adventurer cannot grapple an enemy who is two or more sizes larger than themselves.

All characters involved in grappling have one of four possible grappling positions: "free standing", "holding", "take-down" or "pinned".

GRAPPLE POSITIONS

Position

Free Standing

Holding

Take-down

Pinned

Before grappling; 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 grapple position from free standing to holding, holding to take-down or take-down to pinned, instead.

If a character's grapple position is anything other than free standing, they are considered grappled and cannot perform any actions except defend and perform Unarmed Attacks in response to being grappled. A successful grapple attack by the defender means they can either choose to lower their opponent's grapple position by one status (from free standing to holding, for example) or raise their own position by one status.

Each character's grapple position raises and lowers independent of one another.

FOR EXAMPLE, two characters are grappling. The attacker has a grapple position of holding while the defender has a position of take-down. On the defender's turn the defender makes a successful Unarmed Attack against their enemy and chooses to lower their opponent's grapple position one status, to take-down.

A pinned character suffers from the helpless condition and cannot attempt to change their grapple position any further, unless released.

Counter Weapon

Includes any techniques used in an effort to disarm or guard against a Melee Attack. A character can only perform a counter weapon attack if they themselves are unarmed. A character cannot perform a counter weapon attack against, or in response to, a Ranged Attack unless the character is adjacent to the character with the ranged weapon.

When an adventurer successfully performs a counter weapon attack, their attack automatically gains the deflect ability until end of turn. For rules purposes, the attacking character's entire body is considered the deflecting weapon.

Guard

Characters may attempt to **Guard** against incoming attacks that target them.

A **Guard** action is considered both a half-turn (see page 78) and delayed action (see page 81). When Guarding, a character may choose one of three possible Guard maneuvers for each attack that targets them: “*dodge*”, “*block*” or “*parry*”.

DODGE: Before a defender can **Dodge**, they must move to an adjacent empty space. If the defender cannot move to an adjacent space, they cannot dodge.

When dodging, the defender may perform a Reflex Save versus the attacker's Attack number. If the defender is successful, they dodge the incoming attack. A defender may dodge up to a number of attacks per round equal to their Reflex.

BLOCK: Before a defender can **Block**, they must have a shield equipped and ready. If the defender is not using a shield, they cannot block.

When blocking, the defender may perform a Reflex Save versus the attacker's Attack number. When performing this Reflex Save, the defender adds their shield's Protection number to the Save Test. If the defender is successful, they block the incoming attack and suffer no damage or effects from the attack.

A defender may block up to a number of attacks equal to their shield's Protection number.

PARRY: A Guarding character may choose to **Parry** an incoming attack by redirecting or deflecting the attack away from themselves. Characters can only parry an attack with a melee weapon they have equipped or by performing a counter weapon Unarmed Attack. Ranged weapons can never be used to parry an attack, nor can Ranged Attacks be Guarded against with a parry.

When attempting to parry, the defender's weapon gains the deflect ability (see page 88) for as duration that the character is guarding. If the defender is unarmed, they may perform a Counter Weapon attack (see page 79) as a free action, instead. Defenders may only a number of attack per round equal to their weapon's Damage number, or, if unarmed, their Counter Weapon attack number.

The defender does not need to declare which specific Guard maneuver they will use until after an attack that targets them has been made, but before an Attack Roll is performed.

Combat Movement

Adventurers may choose to move a number of spaces on a local map equal to the number of Speed 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 Speed Points (see details on combat actions on page 78).

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 Speed Points). This ability is considered a free action.

FOR EXAMPLE, a character with 6 Speed 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 9 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 Speed 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 Speed Points to enter, depending on their terrain type. See page 54 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 1D on the targeted body region table (see page 83). The attacker may spend any number of Triumph Points (see page 82) they have during their Aimed Attack to add or subtract 1 point from the total rolled for the body region roll—for each Triumph 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 Triumph Points until end of round. The player then rolls 1D to determine where on the enemy's body the attack hits. The player rolls a 4 resulting in the attack targeting the enemy's torso. The player may spend up to 2 of their Triumph 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

Prone Position

A character may lay flat on their stomach or back (in a prone position) as a free action. See page 63 for details on the “prone” condition. 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 1D on the body region table (see page 83). The attacker may spend any number of Triumph Points (see page 82) they have during their attack to add or subtract 1 point from the total rolled for the body region—for each Triumph Point spent this way.

When making a Sneak Attack; the attacker gains Advantage 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 Advantage, and only rolls the white die for a result of +2 bringing the attack to 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 78 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 GK 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.

★ Triumph Points

Triumph Points (TP) are special points characters can use to “buy” bonuses during combat. Triumph 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 Triumph Points wielding a sniper rifle may use the weapon ability that reads “★★: +1 damage” (this means 2 TP 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 Triumph Point until end of round. Only +1's from Attack Rolls provide Triumph Points. Negative modifiers from Attack Rolls do not give an attacker Triumph Points.

FOR EXAMPLE, a character makes an attack and rolls +2. They would receive 2 Triumph Points until end of

turn. On their next attack they roll -1. They would receive no Triumph Points.

Character bonuses such as Skill Points, Perks, Saves, etc. do *not* provide Triumph Points—unless specifically listed as doing so (such as the fighter's, marksman's and warrior's bonus +2 Triumph Points gained during character creation).

FOR EXAMPLE, a character with a +3 Attack from a special ability would not automatically receive Triumph Points because of that bonus.

Unused Triumph Points disappear at the end of the round. Similarly, any effects gained from the use of Triumph Points only last until the end of the round.

Targeting Specific Body Regions

At the GK's discretion, characters' attacks may strike a particular spot or region on an enemy's body.

BODY REGION

Roll ID	Body Region	Damage Modifier
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

Before combat damage is assigned, the attacker may roll 1D and consult the table below.

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 Triumph Points from their attacks to add to or subtract from this roll. See Aimed Attacks and Sneak Attacks on page 81 and 82, respectively.

Helpless Characters

Helpless characters are PCs or NPCs in a position that prohibits them from defending themselves. When a character is unconscious (see page 63), bound or pinned from wrestling (among other situations), they are considered helpless.

See page 63 for details on the helpless condition.

Defensive Cover from Attacks

If a defender is behind cover when attacked, that attack is made with Disadvantage. 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 (attack is made with Disadvantage)
3. No Cover

An attacker targeting a character behind partial cover must make the attack with Disadvantage. Partial or full cover can benefit both a defender as well as an attacker.

FOR EXAMPLE, an underwater attacker would have partial cover, making any attack targeting them have Disadvantage. However, because the attacker is underwater, their attacks would also receive Disadvantage.

Refer to page 57 for details about line of sight, and how blocking objects can affect cover. Page 57 covers rules about illumination and its affects 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 lower than 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.

Combat Abilities

Unless stated otherwise, combat abilities only take effect if at least 1 point of damage was dealt to the target.

Burst Fire

The attacker expends two additional ammunition and performs a Reflex Save: If successful, they gain +2 damage for their current Attack.

Charge

If the attacker moved in a straight line at least 4 spaces this round then immediately made a Melee Attack, the defender must make a Reflex Save: If failed, all damage suffered from that Attack is doubled.

Death Ray

The defender must make a Reflex Save: If successful, they suffer damage equal to one-half their maximum HP. If failed, they are immediately disintegrated.

Deflect

Before using deflect, the defender must declare they're using this ability before the attacker makes an Attack Roll.

The defender may attempt to deflect the incoming attack by performing a counter-attack with their weapon. The counter-attack deals no damage, instead

it is compared against the attacker's Attack number. If the defender's counter-attack meets or beats the incoming Attack number, that attack is deflected and no damage is inflicted. This ability does not replace the defender's normal Defense ability and can only be used once per round.

Deflect, Counter

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

Delay

The defender must make a Fortitude Save: If failed, they suffer 1 slow counter.

Disarm

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

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

Double Damage

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

Entangle

The defender's SPD is reduced by half (unless the entangling bonds are anchored to an immobile object, their SPD is reduced to 0, instead). The defender suffers -1 Attack and -2 Defense. Once per minute 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 round.

Explosive Munition

The projectile or cartridge from this weapon explodes on impact. Each character within area 3 of the explosion must perform a Reflex Save: If failed, they suffer 1D explosive damage and suffer knockback 2.

Hook

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

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

Knockback

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

Knockout

The defender must make a Willpower Save: If failed, they suffer 1 unconscious counter.

Pierce

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

Reach

The attacker's current attack has a range equal to 1 + the number of counters for this ability. Weapons with reach can attack through spaces blocked by allied characters. At the attacker's discretion, attacks with reach may target all spaces between the attacker and its target.

The range number for weapons with reach does not increase or decrease like a Ranged Attack.

Set vs. Charge

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

Skewer

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

Slow Shot

If the defender is a number of spaces away from the attacker equal to or greater-than half the range of this weapon, the defender may move to an adjacent space then make a Reflex Save: If successful, the defender may perform a dodge action as a free action.

Strangle

The defender must make a Reflex Save: If failed, they suffer 1 suffocate counter until no longer choked.

Sunder

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

Sweep

The attacker's current attack targets all spaces adjacent to the attacker. This effect takes place regardless if any damage is inflicted. For rules purposes, all affected spaces are attacked simultaneously, but the at-

tacker must make separate Attack Rolls for each attack performed with this 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 disciple) 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 GK 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 Keeper 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 moment of discussion, the party decides on their actions and tells the Game Keeper 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 GK decides that Amida's open hands and diplomatic words in the insectoid's native language is worth +1 when checking reaction. The GK secretly rolls a Charisma test on Amida's behalf. Unfortunately the GK rolled 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 GK 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 Keeper makes a standard roll and receives a +3. The insectoid's Strength 7 with a hand claw of 3 damage and the dice roll of +2 adds up to an Attack of 12 ($7 + 3 + 2 = 12$). Amida's Dexterity of 4 and adaptive nano armor of 5 Protection 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 sub-machine gun at Tylo. The GK 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 round; which it spends shooting at Tylo again. This time the Game Keeper 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 shock gauntlet. However, the Game Keeper rolls a -5 which is subtracted from the insectoid's Unarmed Attack of 10 for a total of 5. Since Jafan's Defense is greater than 5, no damage is inflicted.

The fourth insectoid, possessing a shotgun, 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 Keeper 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 GK 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 chaingun 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 5 and a chaingun with 4 damage, giving Tylo an Attack of 9. Tylo rolls a -2, reducing the range of his gun from 9 to 7 (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 tri-blade 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 round, 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 wide and four spaces long) 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 1D cold or heat 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 its 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 Keeper 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 GK: Tylo spends a half-turn action running up to the closest privateer beside him then, with his last half-turn action for that round, shoots the creature with his chaingun.

Tylo rolls a +2, increasing his Attack to 11. In addition to dealing 1 point of damage to the insectoid, Tylo has gained 2★, from the +2 roll, until the round ends. Tylo's chaingun has a special ability that reads "★★": Burst Fire". This ability allows for Tylo to spend 1 additional ammo to perform an extra attack against the insectoid. He is attacking; as long as he deals 1 or more points of damage that round. Tylo decides to use his weapon's special ability, spending the Triumph 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 Perk of hers called "Sprint" that allows her to spend a ⚡ to double her Speed Points until end of round. She uses both of her half-turn actions to move 18 of the 20 Speed Points available to her from her sprint Perk ($5 \text{ SPD} \times 2 \text{ actions} \times 2 \text{ sprint} = 20 \text{ SPD}$). 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 rounds.

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”

DEF – “Defense”

GC – “Gold Coin” and “Galactic Credit”

GK – “Game Keeper”

GKR – “Game Keeper's Rulebook”

HP – “Health Point”

INT – “Intelligence”

LOS – “Line of Sight”

LP – “Language Point”

MAG – “Magic”

MP – “Mana Point”

NPC – “Non-Player Character”

PC – “Player Character”

PER – “Perception”

PSI – “Psi Point”

SC – “Silver Coin” and “Star Credit”

SP – “Stamina Point”

SPD – “Speed Point”

STR – “Strength”

TN – “Target Number”

TP – “Triumph Point”

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 – A modified standard roll where the black die is automatically considered a “6” and only the white die is rolled. See Disadvantage.

Adventure – A gathering of players and GK 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 Perk 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 Protection.

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 ability.

Caller – One player designated to act as a spokesman for the players. The caller informs the GK 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.

Character – See player character and non-player character.

Character Point – Points that make up the numerical values of the seven primary abilities. See primary ability.

Character Record Sheet – A sheet of paper that keeps track of a character's ability 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.

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 science fiction 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 ability.

Delayed Action – The act of intentionally waiting before performing an action (usually during another character's turn).

Disadvantage – A modified standard roll where the white die is automatically considered a “6” and only the black die is rolled. See Advantage.

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.

Damage Resistance – A character's ability to resist damage. Can be “vulnerable”, “weak”, “normal”, “strong” or “immune”. See damage type.

Damage Type – Different characteristics of damage that form various types. Can be “biological”, “elemental”, “energy”, “kinetic”, “psionic”, “spell” or one of the many subtypes. See damage resistance.

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 unfriendly). 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 10. 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 char-

acter being promoted to a higher level. See experience level.

Perk – 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 science fiction adventure games. 1 galactic credit is worth 100 star credits.

Game Keeper – The player that takes on the role of a host, narrator, referee and actions of the NPCs. A GK creates theme, story and plot for 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 round. 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 starting character that takes their turn to perform actions during combat (such as move or attack). See combat.

Kick – A type of Unarmed Attack that uses legs and feet. It requires 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 rounds. See vigilance 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.

Speed 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 Keeper.

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 whose actions and role are controlled by a player.

Primary Abilities – The seven base abilities of every character (“Strength”, “Perception”, “Intelligence”, “Dexterity”, “Charisma” “Vitality” and “Magic”).

Profession – A specialty, job or career of a character within the *Open Adventure* game.

Prolonged Time – A measure of time used when characters are engaged in activities spanning over a long period of time. Represents 1 hour of in-game time.

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.

Roll – The act of rolling dice (usually two six-sided dice opposed). See standard roll.

Round – A length of time measured as 6 seconds of in-game time. See tactical time.

Routine Time – A measure of time used when characters are engaged in general activities. Represents 10 minutes of in-game time.

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 “Willpower”.

Scale – The scope of a map and measure of how many meters one space represents.

Secondary Trait – The 12 abilities which are based

off a character's primary abilities ("health", "stamina", "skills", "language", "Fortitude", "Reflex", "Willpower", "Melee Attack", "Ranged Attack", "Unarmed Attack", "Defense" and "mana"/"psi").

Segment – A measure of time made up of 10 minutes of in-game time. See time interval.

Shield – A physical partition used to obscure the adventure secrets and Game Keeper's rulebook from the view of the players. Also known as a "Game Keeper 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 ability whenever that ability 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 Action – An action that takes longer to perform than a full-turn, half-turn or free action.

Species – A racial type of science fiction creatures.

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 ability is being tested. Also known as a "ID-ID" roll.

Star Credit – The common currency found in science fiction 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 hit-

ting with fists, elbows and arms. Takes a half-turn to perform. See kicks.

Subrace – A particular subtype of a race or species. See subracial characteristic.

Subracial Motive – The characteristics, focus and general influence of a subrace.

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 abilities. 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.

Protection – The amount of a piece of armor can help negate an incoming attack. See Defense.

Triumph Point – Bonus points awarded for rolling +1's during an Attack Roll. Can be spent on weapon, armor and other item abilities during combat.

Turn – The opportunity for a character to act. Each character gets 1 turn per round. See tactical time.

Unarmed Weapon – A weapon that can be worn to assist in Unarmed Attacks (such as brass knuckles).

Vigilance Time – The speed of how fast in-game time ticks by with one interval being 1 minute. Vigilance time is used when PCs are in a dangerous area (but not in combat) and wish to be cautious. See minute.

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.



Character Record Sheet

Character's Name: _____ Archetype(s): _____

Race: _____ Subrace: _____

Level: _____ XP: _____

Age: _____ Size: _____

Guild: _____ Profession: _____



STRENGTH

strength skills



PERCEPTION

perception skills



INTELLIGENCE

intelligence skills



DEXTERITY

dexterity skills



CHARISMA

charisma skills



VITALITY

max health max stamina



MAGIC

mana

WEAPON

ARMOR

PERKS & TALENTS

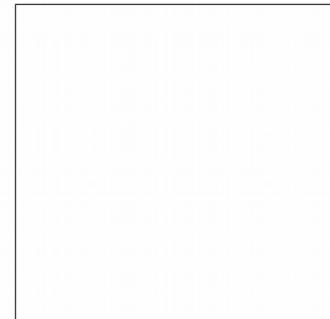
tactical vigilance prolonged



MOVEMENT

LANGUAGES

ALIGNMENT



character sketch



REACTIONS



INITIATIVE



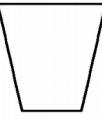
ATTACK



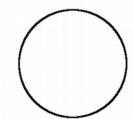
DEFENSE



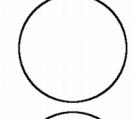
HEALTH POINTS



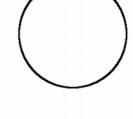
STAMINA POINTS



FORTITUDE



REFLEX



WILL

EQUIPMENT CARRIED

ITEM ABILITY

WT. COST

SPILLS & PSIONICS

MAGIC

TIME

RANGE

COST

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

max
carry max
lift max
push/pull

TOTAL: _____ / _____

ENCUMBRANCE:

<input type="checkbox"/>						
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APPEARANCE

Gender:

Hair:

Eye(s):

CONDITIONS, INJURIES & ILLNESS

PERSONALITY

Religion:

Deity(s):

BACKGROUND / HISTORY

Origin:

MONEY & TREASURE

Tech Level:

Open Adventure

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

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

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

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

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



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