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# Introduction to OpenLore

## Key Concepts about OpenLore

There are a few major concepts in the game that allowed us to make the many choices necessary in designing it.

- Roleplaying is the most important goal of the system.
- Creativity is the second goal, by allowing for highly creative actions from everyone.
- Third is the reduction of rules and math, making for less debate and rule checking.
- Lastly, most metagaming possibilities have been removed from the game.
- As a bonus, the core system is lore and universe agnostic.

**Metagaming** is the use of rules and stats to maximize the effectiveness of a character that goes against common sense and story continuity. This is unfavorable in roleplaying games because generally these decisions do not translate well to memorable and effective roleplay as a character.

Metagaming also generally poses opposition to the game master and roleplay games are in reality a fully cooperative experience, not an us vs the game master type of game.

Example: A skinny hobbit fighter wields a great sword because the player likes that it has the most damage as a weapon, this doesn't really make sense, but some systems allow this to happen.

Example: A sneaky character continuously hides under a table every turn because his stats allow him a sneak attack every turn if hidden. This is unrealistic as enemies would take notice.

## Why we made OpenLore..

This is the part most of you tune out, stay with me for a moment. We made this game accidentally by making "homebrew" adjustments to another role playing game. We improved one part at a time until we realized we didn't have any part of the original game left. Once we realized this, we started looking at several other roleplaying systems to try to see if we just accidentally made a game someone else made. What we discovered is that we had something unique and special. We hope you feel the same way about our role playing system and use it for many different stories.

## Tabletop Role Playing Game (TTRPG)

Tabletop RPGs have been around since the 1960's. Dungeons and Dragons being by far the most popular and recognizable version of the game style. To me, Tabletop RPGs are the best games in the world, mainly because there is no script, no coded path, no pre-destiny. It is the ultimate cooperative game of give and take. It is the most socially interactive and cerebral experience obtainable in any game.

There are two distinct modes to the tabletop game

1. Story Mode
2. Combat Mode

The game is played by usually creating conflict in story and typically resolving said conflict in combat. Now the amazing thing is, it could just be story or just combat as well. The game is flexible and it all depends on how the Game Master decides to play his game. Most games are a hybrid of both but often times individual sessions will lean one way or the other for the majority of time.

A Game Master is essentially a god, he is the creator of the world, the society, the history, the people in the world (NPCs) other than the Player Characters (PCs). A Game Master controls the enemies and the ruthless king for example. The Game Master has ultimate authority on the game and how it is played and has the power to override the players at any time. (OpenLore has a specific system for this to happen in)

Often times Game Masters rely on lore books like Forgotten Realms or Eberron to name a few from DnD to help with the world history and design. This is great if that is how your mind works; that is not how I master my world however. I choose to be free of the shackles of someone else's lore and design my own world with a mysterious history the players can unravel.

OpenLore, as it is in the name, lets you choose the lore for your game completely independently of the game rules. Pick the lore from World of Darkness or the Lord of the Rings or FireFly or anything your mind can dream of, and OpenLore simply just works.

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# Terms Used

**Player** - This is the physical person at the game table.

**Character** - This is the ingame individual the player acts as.

**d20** - This is a 20 sided dice.

**Roleplay Check** - This is a d20 roll that indicates success or failure of actions based on context

**Boost** - Adding a +2 to your roll

**Nerf** - Adding a -2 to your roll

**Focus** - An implement used for magic, this could be a wand, a staff, a trinket, an amulet, a belt buckle, really anything that could be identifiable to the character or used for magic.

# Character Basics

## Character Basics

Fundamentally, there are only 5 stats, these get more specific as you will see shortly but essentially these are the only 5 stats that matter in the game.

- Offensive Proficiencies
- Defensive Proficiencies
- Conditioning Proficiencies
- Mechanical Proficiencies
- Rolloff Proficiencies

Each of these proficiencies will have a subtype might have one-handed proficiency or two-handed proficiency. Defense might have armor proficiency, or shield proficiency. The proficiencies below should work for most universes without modification, so it is recommended to try this first and adjust for your lore and proficiencies accordingly.

The incredible thing about this system is it can be molded easily to the world you play in. See the game mastering portion of the handbook for more details on creating these for your universe.

All proficiencies have a maximum of **10** points unless specified

Using any equipment or magic without proficiency will give you an additional Nerf to your rolls on that proficiency, see [Buffs and Nerfs](#) in the combat and effect sections of this manual.

## Offensive Proficiencies

The ability to deal damage.

Here are the offensive proficiencies, these work to help define your character and somewhat restrict being all knowing of everything. The reason we can have so many choices is because you can only use one offense.

Type	Range	Augment
Unarmed	1-1	Points + Martial Training
One Handed	1-1	Stat + Melee Weapon Quality
Dual Wield	1-1	Stat + Melee Weapon Quality
Two Handed	1-1	Stat + Melee Weapon Quality
Reach	2-2	Stat + Melee Weapon Quality
Short Range	3-5	Stat + Ranged Weapon Quality



Medium Range	5-8	Stat + Ranged Weapon Quality
Long Range	9-12	Stat + Ranged Weapon Quality
Magic	1-Spell Range	Stat + Focus Quality [ <i>Grants 1 magic form per two points</i> ]

Range has a minimum and a maximum number of squares. A character cannot use a proficiency over the maximum at all, but can use it under the minimum with a Nerfed roll.

Spell Range is a byproduct of Mental Conditioning, see more about that below.

Hopefully you noticed the italic text in the magic, this is because this is specific to my own personal spell system we enjoy playing and will serve as a great example later when we talk about customization as a game master.

## Defensive Proficiencies

The ability to defend yourself by any means.

Defense, like offense has some sub types that help create the whole picture of a characters defensive qualities. The only stat that matters in combat is 'Defense', all the other stats simply augment it. Defense can be adjusted as a proficiency or gained through use of equipment like shields and armor.

Defense is the skill by which you can defend yourself from damage, this combines together dodging, blocking, parrying, the thickness of your armor, the smell of your breathe (if that were to actually help)

Type	Augment
Defense	Stat + Defense Base [8] + Armor Quality + Armor Class + Shield Class
Shield	Shield Access: Small 2, Large 4

The Class of Armor and Shield are static and will be discussed when we get to equipment. Armor is a byproduct of Physical Conditioning as it takes an immense amount of conditioning to be able to wear thick heavy armor. Shields have a Class bonus, but no Quality bonuses, see Equipment section for more details on this and why we had to do it this way.

Using armor or shields without proficiency will Nerf all your offensive proficiencies.

## Mechanical Proficiencies

The ability to effect the mechanics of combat.

This is a good place to put skills that need some level of control. If adding to this area the skills would likely be:  
*Base + x Points up to y*

Type	Augment
------	---------

Movement	Base [3] + 2 squares per point up to 5
Healing	Base [5] + 5 per point spent up to 7
Martial Training	Base [0] + 1 per point spent up to 10

Martial Training is a great example of what mechanical proficiencies are about. Martial Training is put into place to grant effectively 'weapon quality' bonuses for unarmed. Without this being an unarmed martial artist would be entirely unfair as they would easily be surpassed by people finding better and better weapons. This mechanical fix is a good example of what to put here and fixes the mechanical deficiency that occurred by not using weapons.

## Conditioning Proficiencies

A trained augmentation of potentially grouped proficiencies and a rolloff in the **Effect System**

Conditioning has two separate proficiencies that modify two very different types of characters. Melee and Magic characters are extremely different mechanically, these special conditioning proficiencies allow for this discrepancy to be fluid and obvious. Ranged characters could choose either to put points into either conditioning depending on if they wanted to lean more towards melee or magic outside of their ranged ability.

Taking a Conditioning Proficiency regularly of either flavor is recommended if you want to stay competitive long term, alternatively you will get beat down with Effects consistently.

Type	Augment
Physical Conditioning	Armor Access: Light 3, Medium 5, Heavy 7
Mental Conditioning	Spell Range Max: Melee 0, Reach 1, Short 3, Medium 5, Long 7

The augmented skills of these conditioning proficiencies are kind of like a bonus and a way to designate key attributes of a character that would require training and practice. The main purpose for conditioning is to be used as a rolloff in the Effect System. More on that later in the Combat section of the book, but for now I will say it is a direct augment to a rolloff of your conditioning vs theirs.

For quick reference, effects occur by:

Roleplay d20 + Best Conditioning vs. d20 + Best Conditioning

## Rolloff Proficiencies

A rolloff proficiency are mini game based on a my proficiency vs your proficiency style

### Grapple Proficiency

This is the only Core rolloff this book will provide and serves as both a solution to a common problem and an example of how a rolloff mini game might look like.

This rolloff mini game is for wrestling or grappling situation. The grappling system is simple. The rolloff mini-game rules are as follows:

- d20 + Grapple Proficiency vs. d20 + Grapple Proficiency

- Loser loses movement phase and action phase of combat
- Winner does not lose his current action phase, but does lose his movement phase
- Ties go to Winner
- Both combatants get **Minus Defense** (Explained later in the Effect System)

Each turn a grappling combatant has, the grapple is re-rolled, if the combatant with the current turn wins, he can take an action, if he loses, the next person in initiative order goes with no action taken.

Only the person who wins a grapple on their turn can use his action to stop grappling.

Zero proficiency does not provide a Nerf condition to Rolloff Proficiencies as they are mini games as such status would be stated specifically.

A great additional example of a rolloff mini game might be a Poker Proficiency in a Wild West universe where you can specify winning and losing conditions to make it a little game within a game.

## Character Roleplay Elements

There are a few none statistical elements to a character that have ramifications on the game.

- Heroics
- Two Good at... Roleplay Elements
- Two Bad at... Roleplay Elements
- Background
- Personality
- Two Signature Moves
- Killable/NonKillable

Let me explain how each one of these can change the game.

### Heroics

Heroics is the ability to add a Double Boost to any type of proficiency for a single turn. The requirement for this is that you have to come up with something AWESOME that people will remember. Something graphic, or cool, or whatever you come up with, but it has to be memorable.

I parkour over the pit on the wall, leap off and try to stab the archer in the eye with his own notched arrow.

That would be eligible for heroics in my opinion.

You can use heroics only once per game session and they do not carry over to the next game session.

### Traits

These are player written in fields that have effects on roleplay elements for the character. It will either give the Game Master a way to poke at your character with a Nerf or a Boost to a Roleplay Check (more about Roleplay Checks later)

Example:

- Bad at... Lying, Stutters only when lying
- Bad at... Jumping due to an accident that deformed the calf muscles
- Good at... Detailed mechanical things and tinkering
- Good at... Hearing due to the subtly needed to do the detailed mechanical work

In this example, if a situation were to come up (by the game masters design, of course) that the character had to jump over a pit, this character would get a Nerf on his roll to jump. But the same character, if needing to fix a lock in order to relock a broken door, he would get a Boost to attempting to fix the lock.

More on Roleplay Checks later but this good at/bad at mechanic gives some dimension to your character and gives the Game Master some fun situations to play with for or against the party.

## Background

This should intentionally be fairly sparse at the beginning of the game, maybe a sentence. As the game goes on and your character divulges more about his past to the party this will become more dense with key content the Game Master and fellow players can use to feed off each other in roleplay. It is important to build this over multiple sessions, you dont know everything about a person by spending a short amount of time with them. It also allows the player himself to think about his character over multiple sessions time and design a solid background that he/she really feels connected to.

The background information will also become critical in a Game Masters decision making when it comes to the Roleplay Checks. A Game Master should read the backgrounds on a regular basis to understand what a character is and is not when making Roleplay Checks.

Once background has been committed to a character, it cannot be undone, just like the past cannot be undone.

## Personality

Personality is just a simple comma separated list of one/two words that can be assumed are possible in roleplay situations even if the player is not currently acting as such in roleplay. These, like background should be exposed over time as the character evolves and the player's opinion of his own character evolves. Personality also acts as a reminder to the player of how he might act in situations.

Example: Short Tempered, Kindhearted, Self-Driven

Like the background, the personality will have an impact on Roleplay Checks. A Game Master should review the Personality list of all in game players on a regular basis to keep Roleplay Checks fair.

Once a personality trait has been committed to a character sheet it cannot be undone, most people's personality is what it is and cannot be changed.

## **Signature Moves**

These are two moves that you define who you are in combat, this is kind of like an easy button. Signature Moves can be used once per combat and get both damage and an effect. The definition of your signature move must pass Shenanigans before combat and must be assigned to your character sheet. Any changes to the Signature Moves must be roleplay added and pass Shenanigans to be changed. A character may only carry two signature moves, but only one may be used during an Encounter.

## **Killable/NonKillable**

A common issue for Game Masters is the moral dilemma to kill or not kill a character. It can hurt feelings, and some just don't care about feelings and will ignore this rule entirely. The way that I handle this is make it a player decision.

### **Non-Killable**

If you are not killable, death is a temporary inconvenience making for disallowed actions during combat, or the party needing to heroically save you from falling to your death. Basically if at any time your player were to die, the consequence is the party and Game Master have to roleplay you back to life again.

### **Killable**

A killable character can be killed in both roleplay and in combat. This means actual death and rerolling a new character sheet. It is the Game Masters discretion how many points are given to the new character.

That being said there is a significant bonus to being killable, which is you get 3 points extra to spend as you see fit on your character.

## **Experience**

Experience can be granted for quests, for combats, for discovery, or accomplishing something. Experience is given in points, for every 10 points you can buy a proficiency in whatever you choose. Unspent points should be tracked on the character sheet.

# Building a Character

## Character Sheet

The character sheet has a list of all the proficiencies and characteristics needed to play the game.

<https://www.openloregames.com/charactersheet> for the latest version of the character sheet. There is one in the back of the book as well for printing purpose.

## Steps to Creation

1. Print the Character Sheet
2. Put your Name in the Player Name spot
3. Name your Character
4. Assign a Race if needed (*Aesthetic with Lore Implications Only*)
5. Set Health at 40
6. Toggle Killable/NonKillable
7. Assign 10 points to proficiencies
8. Get starter gear/equipment (see below)
9. Calculate Total Points (see below)
10. Write a one sentence backstory
11. Write 2-3 personality words
12. Assign two Good at... Traits and two Bad at... Traits
13. Come up with 2 Signature Moves and get them Shenanigans Approved

That's it. You are done!

## Starting Gear

You will be given 1000 gold to build your character. Each +1 item is 250g and a gear kit is 150g. In theory this means you will have three plus one pieces of equipment and a gear pack with 100g. There is no custom kits at Character Creation, just keep it simple, roleplay will provide plenty of opportunity to buy whatever you want.

Dungeon Kit	Adventure Kit	Noble Kit	Buglar Kit	??? Kit				
Stuff	Stuff	Stuff	Stuff	Stuff				
Thing	Thing	Thing	Thing	Thing				
Neat	Neat	Neat	Neat	Neat				

## Total Points

Total points is the amount of proficiency points your character has access to. You have two stats, the Distributed Points and an Actual Points per proficiency.

- Distributed Points are the points we put experience into (1 Distributed Point / 10 Exp)
- Actual Points is the number we use in combat after base number and armor bonus and weapon quality have been applied

- Total points is the sum of all of your Distributed Points

## Example

*A character with 3 defense points and 4 physical conditioning has light armor of some kind. This gives him/her +1 from the class of armor, and +1 from the quality of the armor on. This is a total of +2 to armor + 10 base + defense points = 15 defense. He/She also has 2 points in movement, giving her 7 movement total and lastly 5 points one handed weapon using a +1 quality weapon.*

<b>Proficiency</b>	<b>Distributed Points</b>	<b>Actual Points</b>
Defense	3	15
Movement	2	7
One Handed	5	6
Physical Conditioning	4	4
<b>TOTAL POINTS</b>	14	N/A

This Total Points stat is used in balancing combat and assigning balanced loot rewards and combat experience rewards. It is a one time calculation that only changes when equipment or proficiencies change around. Simply recalculate the number each time you make changes to your character.

# Story Mode

## What a Roleplaying Game is most...

It is a story, a tragedy, a fantastic adventure, a futuristic tale, a true to life epic... Roleplaying games at their core are really just a grand `Choose your own Adventure Book` inside the mind of the Game Master. It is the only game type you can make decisions that truly affect the story and truly have consequences. It is the only game style that is imagination driven where literally anything can happen.

## "I want to push the thingy mabober!"

Yes, that happens time to time in a roleplaying game and as such needs a mechanic to handle it and the many other scenarios that come up while playing out the diabolical plot the Game Master has provided. The roleplay check is the answer to all these story mode scenarios.

## Roleplay Checks

When you really want to do a thing and some stuff in OpenLore, there is a roleplay check that occurs to see if you pull it off. OpenLore takes a drastically different and simplified perspective on this key element to any roleplaying game. Rather than list every possible skill and track them, the Game Master simply assigns a number on a d20 that the player has to beat based on that character, his roleplay, and the context of the situation.

The real beauty about the system is it keeps the game under the Game Masters control, while still giving people the power to imagine and devise interesting characters and roleplay. The more roleplay context the Game Master can remember and the more familiar with the character personalities and backgrounds the more the Roleplay Check values will be favored. It could be as simple as the Game Master doesnt want you to go that route so describes the Roleplay Check high like a 20, but that is the thing...you still have a 5% chance to succeed.

Game Masters should review the Background, Personality, Traits, and Signature Moves of all the characters in the session before game time every game to ensure all of this comes into play in making Roleplay Check calls.

## The Pit Example

`We have a character that claims he/she was athletic in the past and generally plays as if he/she were fit and capable athletically. The Game Master requires that the party needs to jump over a pit. The Game Master will announce "You must beat a 10" because you know, its kind of a big pit. The player then rolls an 11 on his/her d20 and successfully gets over the pit.

The next character has not played athletic, has no history or reason why he would be good at jumping, is ready to make the jump over the same pit. Taking in the context of the situation, the Game Master states, "to jump the gap you must roll a 14" and the character rolls a lucky 15 to jump it.



The last character that is up to jump the gap decides he is uninterested in the risk of insecurely jumping over the pit and spots a nice place to hook a grappling hook into the ceiling. He then claims he wants to simply swing over the gap. The Game Master takes this into context of how he/she feels about the situation and asks the player to see how well the grappling hook holds, and how well he can swing. The Game Master states, "You need to roll over a 5 to make sure the grappled rock holds your weight and you successfully make it over" but the player rolls a 3! indicating he was wrong about the sturdiness of the rock he grabbed with the hook.

Now, suddenly, the party must take action to save him via more roleplay checks like, can the character catch the ledge once he starts to fall, can someone grab him mid air, etc etc until the situation is resolved or the killable character is dead at the bottom of the pit.`

## Good at.. Bad at.. Traits

This is also where the Good At and Bad At traits come in. If Roleplay Check is a match to the Good At Trait, you get +2 on your Roleplay Check and if it is a match for the Bad At Trait you get a -2 to your Roleplay Check. In the scenario above, had the first character specifically said he was "Good at jumping due to his long powerful legs", he would have gotten a +2 or maybe the character that fell had been "Good at Geology", that would have improved his assessment of the rocks he/she hooked and could have saved himself a better grapple point.

It is important to be truthful with your Bad At Trait, if you forget or ignore it and the Game Master notices you will automatically fail the roll.

The vast majority of Roleplay Checks are done without Traits, but the Game Master has the things you put into your Personality, your Background, and the way you simply roleplay at the table to go by in giving you favor or not in an unlimited amount of scenarios. The more you roleplay, the better the Game Master will naturally favor you in certain places.

You cannot be good at everything, and Game Masters or fellow players will call Shenanigans if you try to roleplay far out of your comfort zone to get favor. Game Masters will also penalize your Roleplay checks if it is uncharacteristic of you, which means there is very little gain in trying.

This is a social cooperative game and you will find that being concise with your character design will benefit you and let you enjoy the game more.

## Shenanigans

Shenanigans is a rule put into place by which players can diplomatically and quickly resolve roleplaying disagreements. The process is simple.

1. A player calls Shenanigans during the roleplay story mode part of the game
2. Play pauses and the caller of Shenanigans explains what he disagrees with in a sentence or two
3. The person who made the statement defends himself and his own logic in a sentence or two
4. The remaining people at the table get an opportunity to pitch a sentence or two
5. A vote is cast, Game Master is the tie breaker if needed

This rule is universal and can be used any time something "Doesnt seem to make sense" or "Doesnt seem lore appropriate" or "Doesnt make for a fun game"

## Example

*As a Game Master of a High Fantasy game I say "Then an atomic bomb goes off in the middle of Isaldor." A player will very likely feel like that is lore inappropriate and just doesnt make sense, so he/she calls Shenanigans. The person says "There are not atomic weapons in our world, that doesnt make sense" and the Game Master says "I like atomic weapons though... " and the last player says, "Yah I dont think that makes sense, maybe it could be some magical explosion or something?" The players then take a vote and out vote the Game Master 2-1, the Game Master then must retract the Atomic Bomb Explosion from the story.*

I use the Game Master example for a reason, the Shenanigans rule is effectively a cooperative rule to keep the game in a place that makes sense to the majority of people in the game. It is a method to help explain misqueues and things that may very well be an innocent misunderstanding.

Shenanigans can be used on any roleplay element of the game done by any person in the game, player or game master alike.

# Combat Mode

## Player Roles in Combat

You thought you could just be a player with no responsibility didnt you? OpenLore has a concept that helps the flow of combat that requires the players to do a little more then simply wait for their turn.

1. A Controller will control the bad guys and what they do
2. A Record Keeper will keep track of what effects are active on whom
3. All other players will share the role of Narrator, who's role will be to create urgency and combat visualizations

### The Controller

This is typically the Game Master. The responsibility is to choose attacks, effects, movements and strategy that will give the characters a challenge. The Controller will have access to the NPC Difficulty Charts (<https://www.openloregames.com/DifficultyChart>, also later in the Game Master Guide) and he will be responsible for taking the right statistics off the Difficulty Chart and applying them to in game attacks and effects. The Controller controls the enemies movement and actions.

### The Record Keeper

This is possibly the second most important role in combat. The record keeper writes down the combat initiative order, keeps track of whose turn it is, how much damage they have taken, and what effects are currently active on them or not. There is a blank sheet you can use to do this.

I recommend using colored paper under the figurines or some way to generically track your enemies, if you have a million figurines this may not be needed but most of us have a handful and they dont always look like Stirges when you want them to.

The blank sheet can be found at (<https://www.openloregames.com/RecordKeeper>) and attached to the back of this book with the Character Sheet

### The Narrator/s

The narrator job is meant to keep combat vivid and fast. The narrator describes the misses, the crushing blows, and the storming monster. The narrator creates intensity and excitement and demands that combat move as quickly as possible. It is the narrator's responsibility to keep time and make things seem urgent. He could say things like "Your running out of time the Bugbear is charging you" and things to that effect that make combat intense instead of methodical.

The narrator might interject something interesting into the enemies in response to the way the Game Master has played them like "The orc that isnt attacking us is simply picking his nose and looking for something" these could turn into really great roleplay scenarios that the Game Master didnt think of and makes it so there is interesting cooperative play.

I recommend the narrator keep track of turn time and the Game Master implement a combat timer with a repeating time limit and abide by a use it or lose it turn policy. The turn time threshold will depend on your players capabilities, but it should be very consistent regardless of how long it is. Spare time is just extra time for the next person.

A rule question will pause the timer and the combat, this should be very limited and out of game conversations with a player having trouble may be necessary to facilitate better and more memorable combat

## Stages of Combat

1. Initiative
  - d20 is rolled for every character and enemy to provide combat order
2. Turns
  - A turn consists of 3 stages
    - Movement (up to your movement speed)
    - Action (you do something)
    - Resolution (resolve any effects)
  - Movement and Action can be swapped, but Resolution must always occur at the end
  - You can choose to sacrifice your action for an additional movement phase
3. Rounds
  - A round is a total of 5 seconds of game time
  - A round is how long it takes for everyone to complete a turn once
4. Loot
  - Players like loot, Game Masters should give it to them

### Initiative

This one is pretty simple, everyone rolls a d20 including all characters/enemies and the order is written down on the Record Sheet by The Recorder. If there is a tie in numbers an additional roll takes place to assign order at the previous location in initiative. There are no modifiers to this stage as we wanted to keep this part of combat as easy as possible without math.

### Example

‘The initiative rolls as follows:

14,8,8,4

If the tie breaker roll is 18 and 3, the winner of the tie goes after the 14 and the loser goes after the other tie breaker, then lastly the character with the original 4 would go.’

### Turn

So it's your turn? I bet you want to do something, here is how it shakes out.

1. Move up to your move speed
  - You can do this after your action.
  - You can also use your action for a second move phase.
  - Most of the time it is Move then Action
2. Action

- Choose Damage or Effect
  - Describe what you are doing
  - Roll for results
3. Resolve Effects, this is more of a job for the Record Keeper, but on this stage he/she removes a counter for any effects you have in place. The Record Keeper also will put new effects in place and tracks any damage you have done during your turn

## Round

A round is basically nothing more than a unit of time. Many effects will last for 2 rounds for example. A round is the amount of time taken to give everyone a turn. Having turns be time kept by a Narrator will help keep rounds and combat mostly a consistently predictable amount of time.

## Loot

Experience is a very important reward that is given during combat. There will be more about assigning proper difficulty enemies and the point system in the Game Master Guide. You will be given XP based on the difficulty of the combat as follows:

Points Difference = Total Points of Party - Total Points of Enemies

Point Difference	XP
>10	0
>5	1
-5 to 5	2
<-5	3
<-10	4

This keeps going to up by intervals of -5

Other than experience an item worth 10x each enemy total points will be provided. The Game Master should keep this repeatable and simple and stick with gems, jewelry, items, alchemical ingredients and things of that nature and simply assign a 10x value to them.

## Example

*A party of three 20 point characters goes against three 23 point enemies. If the party (40 point total) wins against the (46 point total) they will get 3 XP each and something worth 230 each.*

This is very similar to quest loot and gifts which will be 10x the player point totals when rewarded, see Game Master Guide for more detail on how to delegate treasure.

## Damage System

I bet you want to be able to do some damage in combat? Well it is a good thing we have Offensive Proficiencies then. Let me tell you how easy this is.

1. Roll your damage proficiency of choice, say a ShortBow
2. Check if the total is equal or higher than defense of target

3. If the check passes, apply the dice combo without modifiers to the target

## Roll Proficiency

In order to roll damage for a ShortBow, which is a Medium Range Weapon, I need to roll:

1d8 + 1d12 + Medium Range Proficiency

For this working example lets say I have a Medium Range Actual Proficiency of 5, this means that if the 1d8 rolls a 4 and the 1d12 rolls a 10, my total for the roll would be 19.

## Is Target Hit?

In the last example I rolled 4 and 10 + 5 proficiency, lets stick with that. Say the target defense is 18.

19 is greater than 18, so this is considered a hit and will cause damage.

Ties go to offense.

## How Much Damage?

Lets reference the two dice again, the d8 is a 4 and the d12 is 10. Simply add these two together (Without the +5!) totaling at 14 damage dealt. . . that's it. One roll of two dice.

## Effect System

The best way to describe effects is through a few examples, and we can break them down after some simple explanation of the Effect System rules.

1. To roll any effect, you must pass a roleplay check
2. You must select which conditioning, mental or physical will be used by you (likely the highest)
3. You roll a d20
4. If you pass the roleplay check, that number + your conditioning of choice is your total
5. The enemy rolls d20 + his conditioning of choice for defense
6. If defender wins, the effect does nothing
7. If offense wins, the effect takes effect in one of two durations
  - o Concentration
  - o 2 rounds

## Effects List

Effect	Notes
Defense +	Opponent gets Nerf on Proficiency Rolls
Defense -	Opponent get Boost on Proficiency Rolls
Offense +	Target gets Boost on Proficiency Rolls
Offense -	Target gets Nerf on Proficiency Rolls
Conditioning +	Target gets Boost on Conditioning Rolls
Conditioning -	Target get Nerf on Conditioning Rolls
No Movement	Target cannot use movement phase ( <b>Nerf to Offensive Conditional Roll</b> )

No Action	Target cannot use action phase ( <b>Nerf to Offensive Conditional Roll</b> )
Push/Pull 1 Square	Target moved one square in Offensive decided direction

## Concentration

Concentration is decided by the Game Master or requested by the Player. If a concentration condition is in place the effect (see next section on list of effects) will get an addition Nerf or Buff.

- The person concentrating on the effect cannot do a Movement Phase during his/her turn.
- The person effected by it will have a chance to rolloff conditions again at the end of his/her turn to try to break concentration.
- Concentration can be broken by causing damage to the person in control of the concentration
- Concentration can be broken by the person in control at will

## Ally Concentration Example

*A mage type character wants to boost his ally next to him with Defense + for as many rounds as he can concentrate. Since this is an ally, there is no rolloff and if the roleplay check succeeds, the effect just happens. The result of the effect is Defense ++, or more specifically, Opponents attacking the Double Boost Defense will get a - 4 on their attack proficiency. This will take place until the Mage decides to stop or the mage takes damage. The mage cannot move during that time and cannot take any other action.*

Add a Defense - to the concentrating person per additional target greater the 1. Meaning if this defense boost example was on 3 targets, the mage would get a Defense Double Nerf on top of not being able to move.

## Opponent Concentration Example

\_A fighter type character wants to hold his hand over an opponents eyes from behind them to lower their Defense. The fighter specifies he/she wants to use concentration, or the Game Masters specifies it will be Concentration. The Roleplay Check is set to 5 since the fighter is in a good position to do this, the roll for the fighter is most likely going to be  $d20 + \text{Physical Conditioning}$  If the d20 is over 5, and the total with the Physical Conditioning beats a  $d20 + \text{Conditioning}$  of the opponent the effect goes into place.

Since this is a Concentration Effect, the end of next turn of the opponent, there is an additional  $d20 + \text{Conditioning}$  rolloff to see if the opponent can break from the effect. The fighter cannot move during this concentration. The effect stays in place until the fighter takes damage or the opponent rolls out of the effect on his turn.\_

It is the job of the Record Keeper to inform players when these concentration rolloffs need to take place and to track the activation and deactivation of these effects.

## Two Rounds

Many effects just happen (like throwing sand in the enemies eyes to nerf defense) will have just a 2 round duration. This is mostly for simplicity and fairness. The Record Keeper is responsible for tracking these rounds.

## Compound Effects

It is possible to do multiple effects in a single attempt, for each additional effect, say doing No Movement and No Action together, there would be an extra Double Nerf on your roll to accomplish the effect.

The No Movement, No Action example here would be a Quadrupal Nerfed roll on a single opponent due to the extra Nerf on No Movement and the extra Nerf on No Action. If this had been Defense - Offense - for 2 rounds here instead, it would have just been the Double Nerf for being a compound effect.

It is not possible to do damage and an effect outside of Signature Moves.

## Signature Moves

These are predetermined and approved moves (limited to 2 per character) that attempt both an effect and damage at the same time. You choose whatever your heart can dream of doing, if it is Shenanigans approved before combat, you can use it. You simply roll the action like it were damage, and roll the action like it were an effect and your done. To save time you can just roll a d20, a d8, and a d12 then simply resolve the actions independently to see results.

These special actions can only be used ONCE per encounter, so you do not ever get to do both of your signature moves in the same combat session. Signature Moves cannot be used with Heroics.

## Range Rules

Range is defined as the number of adjacent contiguous squares between you and the target. The square you stand on only counts if it is needed for the range to be contiguous and you would take the ramifications of the action taking place within that range.

Area is simply the number of specified targets within your contiguous range.

Other than Magic, Range is static see Character Basics on Proficiencies for specifics.

A character can use a weapon in a range lower than the static range for the cost of a Nerf.

Type	Range
Unarmed	1-1
One Handed	1-1
Duel Wield	1-1
Two Handed	1-1
Reach	2-2
Short Range	3-5
Medium Range	5-8
Long Range	9-12



Magic	1-Spell Range (see Mental Conditioning)
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A character cannot use a weapon over the Maximum range specified on the proficiency.

## Area Rules

Area can be used by melee, ranged or magic means with a roleplay check and a Nerf per additional target over the first. Area takes place only within weapon range and can be used for both damage and effects.

### Effect Area Example

\_A mage type character want to lower the defense of three targets within his range for two rounds. The mage effect roll for this would be  $d20 + \text{Conditioning} - \text{double nerf}$

The - 4 is because the area attack has 3 targets, the first one is not nerfed and each additional target gets nerfed, which means that the Condition Rolloff for the mage is Double Nerfed. Each defender gets an individual roll to counter the lower defense.\_

\_The Game Master specifies the roleplay check for this action is 5.

In this example lets say that the Mage rolls a 10 (passing roleplay check), has 6 Mental Conditioning and a - 4 double nerf... that is a total of 12 to beat, now say the 3 opponents roll and total to 10,18, and 8. The 10 and 8 get the Defense - for 2 rounds, the 18 has nothing happen.\_

### Damage Area Example

*A reach proficiency wants to hit four people with one sweeping swing of his halberd. His roll would be:  $1d12 + 1d8 + \text{proficiency} - \text{triple nerf}$  and a  $d20$  for roleplay check*

*The Game Master say the roleplay check is 14 due to difficulty. Say he/she rolls an 18 on  $d20$  passing the roleplay check, rolls a 6 on the  $d12$ , a 4 on the  $d8$ , has 10 reach proficiency and a triple nerf of - 6. The total attack roll on all 4 opponents would be  $6+4+10-6=14$ , if the opponents defense is 12,16,18, and 22, the only opponent he does the 10 (just the  $d12$  and  $d8$ ) damage to is the opponent with 12 defense.*

*In this example had one of the foes been under the 2 to 2 range of the Reach Weapon (Halberd), the area attack would have been a quadrupal nerf, or - 8 instead of a - 6.*

As can see area of effect gets Nerfed pretty quickly, but it can devastating on a solid roll. The biggest risk is it does nothing, which means nothing happened on your turn. Its a big risk to take, big risk, big reward.

## Movement Rules

You can move once a turn, or twice a turn if you choose to sacrifice your action. Fleeing is simple double movement each turn until you have reached safety or Game Master discretionary distance away from the opponents. Movement has a low base of three to incentive the movement proficiency. It really does make a big impact in combat.

## Magic System

Im sure you have asked by now, "But where is the spellbook? How do I know what spells I can use?" OpenLore has an open ended answer. It is whatever spell you want.

"I want to grow vines around your feet so you cannot move"

"I want to spray steam in your eyes so you cannot defend yourself"

"I am going to call down a meteor to strike you down and do damage."

"I am going to create a strong gravity field above you to pull you up, then turn it off so you fall and take damage"

You should see at this point that all of those things are easily handled by OpenLore

Vines = Effect System

Steam = Effect System

Meteor = Damage System

Gravity Field = Damage System

There are some things you cannot mold easily to the system like teleportation and conjuring, but if that is important to you, it would be easy to add a proficiency and some simple guidelines around these.

The vast majority of creativity in magic is just the how, not so much the what. It is incredible what people come up with when the How is not restricted to a card description.

In my game, as will be described more in the Game Master portion of this book, we use a magical forms system where you have to learn about the plant form or the fire form and you stay within the forms you know. This is simply just to make it so there is a sense of growth in magic and a restraint on imagination to some extent.