

ADVENTUREPIT

r o l e p l a y i n g g a m e

You are an adventurer of imagination. Dangerous worlds, shadowy caves, and lost cities await exploration. Mysterious plots yearn to be unraveled. Guns long to be fired at advancing hordes of slithery, slimy beasts. Swords sigh for release from century long rest. Will you sate the thirst of your imagination?

Credits

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Websites:

<http://www.mysticages.com/>

<http://www.adventurepit.com/>

The Adventure Pit Roleplaying Game gives you the tools to play around and in you and your friends' imaginations.

This document contains all the rules you need to play, although it does not contain a setting. You can either make one up or purchase one.

What You Need

You'll need the following goodies to make this more than just another night of wasted dreams:

- A few twenty-sided dice (D20s)
- Paper
- Pencils (or Pens)
- Character Sheets
- Brains



Actions!

Your hero will battle strange creatures, search dark tombs, negotiate with fierce competitors, and lie through his teeth. These are all actions. Throughout play, you will use roleplaying and dice to figure out whether he succeeded or failed in these actions.

Rule #1:

Actions must be dangerous, cunning, or cool. *If your action does not fall under any of these descriptors, then it automatically succeeds. There is no need to roll everytime your character wants to pick his nose.*

Rule #2:

You always roll one D20 to resolve an action. *Though you may indeed have a number of dice for an action (as explained later), you will only roll one of them for each action.*

Step One. Describe the Action.

In the midst of play, you will come upon a situation which will require your brave hero to act. First, describe it. Do your best to explain, with style and fun, what your hero tries to accomplish to get himself in or out of trouble.

Example

Thole the Barbarian is surrounded by six orcs. The orcs are armed to the teeth and apparently angry. Ben (Thole's player) decides it's time for his courageous barbarian to crack some skulls. Ben explains, "Thole grunts in surprise, explodes toward the nearest orc, and brings his spiked club onto the pathetic beast's head."

Step Two. Get Your Dice Pool.

The good thing is - a hero with talent and skill will most likely succeed. Figure out the related attribute (Prowess, Agility, Brains, or Charm) to your action and the related skill (if

any). Add those two numbers together. This is your dice pool. If an action doesn't exactly fit into one neat category, pick the closest.

Example:

Thole's Prowess (strength actions) is 3, and his Clubbing skill is 2. Thole has a dice pool of 5.

Step Three. Roll the Dice.

Remember Rule #2? You roll one D20 for this action. The rest of the dice will come into play in a moment.

Example:

Ben rolls a D20 for Thole's action. It's a 12.

Step Four. Tally Your Result.

Your Result is your dice roll plus any bonuses. You get +5 points for every D20 you did not roll (minus any Special Effects dice).

Example:

Thole's Result is 32 (12 + 20). Since Thole had four extra D20, he gets a whopping +20 bonus to the action.

Step Five. Get Your Outcome.

Your Outcome determines just how good or bad your action was. To get your Outcome, subtract the Target Number from the GM or your opponent's Result from your Result. If it's negative, your action was a failure. If it's positive, you pulled it off!

In general, the higher your Outcome is, the more successful your action was. Use the nifty chart on the left as a guide.

Example:

Thole's Result was 32. The GM tells him the Target Number was 20. Thole's Outcome was 12.

Step Six. Describe the Fallout.

Once you know whether or not it is a success or failure, you and the GM get to figure out just how

Outcome	Result
< -21	Disastrous Failure
-11 to -20	Failure
-1 to -10	Bare Failure
0	Tie
1 to 10	Bare Success
11 to 20	Success
21 to 30	Amazing Success
31+	Legendary...

things turned out. Roleplay it out.

Example:

With Thole's solid success, the GM describes how the orc with the broken skull drops like a sack of potatoes to the floor. His friends gasp in slight panic, each taking a step back from the enraged barbarian. Ben laughs, "Thole grips his bloody club, shakes some of the brain matter off of it, and gets ready to pounce again."

Outcomes

The Outcome is a key feature of the system and can keep the action going. Here are some uses of the Outcome.

>> Damage. The Outcome equals the damage of the action. If your action was combative in nature, your opponent loses a number of Life Points equal to the Outcome plus any weapon bonus.

Example:

Thole's Outcome was 12. Adding in his spike club weapon bonus (+6), his total damage applied was 18. That's gotta hurt!

>> Narrative Edge. If your action is part of an ongoing effort to defeat an opponent or gain the upper hand in some sort of conflict, you gain a carry over bonus of half of your Outcome to the next action. This can apply to combat actions, diplomatic arguments, fast-talking efforts, or even seduction attempts.

Example:

If Thole decided to keep on going and not pause to admire his opening salvo against the orcs, he could gain a +6 bonus to his next action, no doubt due to the surprise and fear he injected into the orcs.

>> Degrees of Success. The higher the Outcome, the more goodies should flow from the action. This should raise the ante in any efforts to gain information, clues, or trust by the heroes. If a hero barely succeeds, he may gain some information, but he may also have to try harder for more information next time. If a hero succeeds with a high Outcome, she may find a wealth of clues to get her back on track. Use this

feature as a way to ramp up the tension or keep the game moving swiftly forward.

Example:

Later, three of the orcs have split off in twisting caverns. Thole decides to try to track them down to find their lair. His Outcome, though, is only a 5, a minimum success. The GM tells Ben that Thole tracks the orcs to a split in the tunnels, but he loses them. Thole could try again, but the Target Number might even be higher this time.

Extra Dice

Often, you will have extra D20s for an action. You can easily spend all those D20s as skill bonuses to make sure your character easily succeeds in his daring maneuvers. You can also split the dice up in other ways. Here are some ways.

>> Multiple Actions. Split up your dice pool into multiple actions. You can do any sort of variation with a maximum number of actions equal to the number of dice you have. You can also apply unused D20s to any particular action.

Example:

Thole is facing the three surviving orcs. He decides he will try to down two of them in one swift maneuver. Ben splits up the dice pool into two smaller pools, one with three D20s and the other with two D20s. For his rolls, Thole's first action gets a D20+10, and his second is D20+5.

>> Special Effects. You can also decide to hold back one of your dice as a Special Effect, meaning you automatically get something cool if the action succeeds. If it doesn't succeed, you just wasted a skill bonus.

One Special Effects die equals:

- **Insider Knowledge.** Your character gains some special knowledge from victory that he can use later. This essentially means you get one bonus dice for a later action that is connected to your victory.

Example:

Holding back a Special Effects die as Thole downs the last orc, Ben decides that the bonus die will give Thole some confidence during the next combat action with an orc – he knows their strategy and won't be surprised again.

- **Equipment Bonus.** Your character finds a piece of useful but mundane equipment that he needs.

Example:

As Thole is searching through the orcs' smelly lair, Ben keeps a Special Effects dice back as an Equipment Bonus. He tells the GM that even if Thole doesn't find anything useful, he does manage to find a decent quality dagger that Thole will pocket.

- **Extra Clue.** If your character is running out of leads, he can keep back a die for an Extra Clue Special Effect. The GM should give him some hint to get the game moving forward again.

Example:

Thole searches one last time for some clue as to where these orcs are from or who they work for. Ben holds back a Special Effects die again, and with a success, asks the GM for a clue to get the game going forward. The GM tells Ben that on one orc's blade is the initials of a well-known weapons smith in a distant city to the north.

>> Allocation. During combat turns, you can also allocate dice for your defense. Normally, your defense is your Agility x 5. Instead of that static number, you can use one or more dice to up your defense. Your defense will equal the roll plus your Defense. If you have additional dice dedicated to this roll, you gain a +5 skill bonus like normal.

Example:

Thole is battling an orc tracker who is following him after discovering the death of his comrades. The orc is a much feistier opponent. Thole decides to use 3 dice in his attack action and 2 dice in his defense. His defense is normally 15, but with the extra Allocation dice, he can roll a D20 and add 20 points for his Defense that turn.

Target Numbers

The base Target Number (TN) in the game is a 20. The GM should raise the Target Number in +10 steps to indicate the difficulty of an action. An action with a TN of 20 is challenging, but an action with a TN of 30 is very challenging. An action with a TN of 40 might be legendary in nature.

Opposing Rolls

If two characters attempt to oppose each other in an action, both should describe their actions and proceed as normal. However, the Outcome is based on the difference between the two Results. Therefore, the hero with the higher Result wins the action.

Example:

Thole is staring down his barbarian friend, Cub. The first one who flinches loses the staring match. Both players roll for the contest. Thole ends up with a Result of 27. Cub ends up with a Result of 29. Thole blinks seconds before Cub does and loses the game.

Bonus Dice

In some situations, you can also get bonus dice for your action. Your character may have extra bonus dice that he can use, you may pick up a bonus dice from a Special Effect, or you may even have some sort of magical weapon. In any case, the bonus dice act just like any other dice in your pool. With the exception of magical weapons and your network, you lose your bonus dice after use.

Using Your Network

A final way to get bonus dice is by using your network that you will define for your hero. If one area of your network is set to 0 though, you can't gain bonus dice from it until you develop it in some way. However, for any other part of your network with a rating of at least 1, you can use it for quick bonus dice.

Each area of your hero's network represents some relationship your character has with something, a place, or someone. The higher it is, the more your hero can gain bonuses from it but the more likely it will catapult him into danger as well. A good relationship means the hero can draw inspiration, resources, or support from it. In the midst of battle, maybe your hero remembers the eyes of his loved one - or when your hero is bartering with someone, he reminds them of the loyalty he has to their shared merchant order. Whatever the case, you can gain a number of bonus dice equal to the rating of that piece of the network by roleplaying it into the action. If you can combine two pieces of the network together, they stack.

For example, Thole is bartering with a weapons smith in a city. He decides to tell the weapons smith about his search for his love and their eventual future together. This gives him a total of 5 bonus dice to use in his action. Obviously, he pulls enough on the heart strings of the poor merchant, who offers to give him the axe as a trade in for another weapon.

However, pieces of your network can conflict, and this is likely what the GM (and other players) may try to pull on you. If this happens, the losing piece of the network immediately drops by 1, indicating that something has happened to damage the relationship. The hero will have to go on some sort of quest to make amends and restore it.

For example, Thole meets up with his barbarian friends who have organized a raiding party deep into the south lands of the desert country. They have promised Thole a hefty share in the loot if he journeys with them and scraps his plans to find his lost love. Almost inexplicably, Thole decides to join with them -- perhaps he thinks that with a chunk of the loot he might be able to buy his love's freedom. However, because of this conflict, his love rating drops by one to 2. Thole rightly feels conflicted by his decision, and later, he may seek to make some sort of amends.

As you can see, the network will be a powerful tool for driving the story forward and putting the heroes into conflict.



Combat

Here are a few more tidbits to know about combat. In general, combat is just the same as any other action.

>> **Defense.** Your hero's Defense is his Agility \times 5. You can also up your Defense with the use of armor, magic, or other bonuses. Finally, you can also allocate dice to it as described above.

Example:

Thole's Defense is normally 15. After he picks up an old wooden shield (+2 armor), he now has a normal Defense of 17.

>> **Initiative.** In some roleplaying games, initiative is a regular feature. In AdventurePit, it doesn't really matter. Instead, give everyone an action as one turn. During each hero's turn, he may use his dice however he sees fit - multiple actions, allocation, special effects, etc.. After each turn, assess what has happened and figure out who is down and out.

>> **Damage to Heroes.** Remember, your hero can take damage too. If an opponent gets a high enough Result and beats your Defense, you suffer a number of damage points equal to the Outcome plus any weapon bonus.

Example:

Thole has just gotten slashed at by the tenacious orc tracker. His attacker's Result was 25. Thole takes 8 points of damage.

Hero Creation

Creating your hero just the way you want is the key to making your games fun and accessible. The process is simple and open-ended. Remember to dream up your favorite concept first, then get started fleshing it out with the details.

Step One. Attributes.

Every hero has four attributes.

Prowess is your hero's physical strength and endurance. She'll use it to bash down doors, swing clubs and swords, wrestle someone to the ground, and lift heavy things. Your hero's Prowess starts out at 1.

Agility is your hero's quickness and dexterity. She'll use it to fire pistols and bows, escape deadly attacks, somersault across the battlefield, and scale sheer walls. Your hero's Agility starts out at 1.

Brains is your hero's education and intelligence. She'll use it to cast intricate magical spells, decipher challenging puzzles, learn important historical information, and search for clues. Your hero's Intelligence starts out at 1.

Charm is your hero's social skill and charisma. She'll use it to convince town guards to let her inside after dark, persuade a noble on the appropriate course of action, trick a drunk into following her, or use etiquette appropriately. Your hero's Charm starts out at 1.

You have six points to distribute amongst your four attributes. During hero creation, you may raise an attribute as high as 4.

Example:

Ben is creating Thole. He decides Thole will be mostly concentrated in his physical abilities. He spends 4 of his points to give Thole a Prowess and Agility with 3 points apiece. He spends the last two points on Intelligence and Charm. Thole may be a barbarian, but he is well-rounded.

Step Two. Skills.

You now can spend points on skills for your hero. Skills further define the abilities that your character possesses. Any skills you do not have are assumed to have a value of 0, meaning you don't get any bonus if you attempt an action with them. You can raise a skill to a maximum of 3.

You have 10 points to spend among your skills.

In this version of the rules, skills are left up to you and the genre in which you are playing. In a fantasy game, you might pick skills like swords, axes, clubs, search, lockpicking, spellcasting, persuasion, tracking, and so on. In other genres, the skills will change. Make sure you show your GM what skills you think your character will have.



Example:

Thole has 2 points in Clubs, Axes, and Tracking. He puts 1 point in Search, Survival, Riding Horses, and Bartering.

Step Three. Life Points and Defense.

Your hero's Life Points, how much damage she can take before she greets death, is equal to your Prowess x 10. Your hero's base Defense is equal to her Agility x 2.

Example:

Thole has 30 Life Points. He also has a starting defense of 15.

Step Four. Your Hero's Network.

Your hero is not just a collection of stats - she also exists within a loosely defined network of relationships. These relationships may be to people, places, or goals. You get to define them to round out your character. In return, you can pull bonus dice from your network in various ways. Each relationship can be rated from 0 to 3.

>> **Home.** Where does your character find home? Is she comfortable there? How strongly

does she rely on home? A rating of 0 here means that the character may not have a home or has a terrible relationship with home. A higher number means that your character not only has a good relationship, but she may even have responsibilities to it.

>> **Love.** Who or what does your character love? Who does she owe her utmost allegiance to? What does she live for? A rating of 0 means your character may have lost anything worth living for. A higher number means your character is passionately in love with someone or something and may have to risk much to protect it.

>> **Others.** Who is your character's family? Who are your character's dearest friends or social network she relies on the most? A rating of 0 means your character may feel like she is going at it alone or cannot trust those around her. A higher rating means she may be very loyal to her friends, even at the expense of other things in her life.

>> **Future.** What is your character's future? What does she dream to be or do? A rating of 0 here means your character may see no future,

merely living day to day. A higher rating means your character may have some goals or dreams, even a large one, on where she will be later in life. What will she do to get there?

You can rate each of these four pieces of your network as you like.

Example:

Thole rates his Home as 0 - he no longer has a home since orcs came and destroyed what was left of it. Thole still believes that his true love, Randa, lives. He rates this as 3. He believes a slave trader hired orcs to destroy his village and carry all the women into slavery. Thole rates Others as 1. He does have some barbarian friends that tag along from time to time to aid him, but he does not trust them much. Finally, Thole rates his Future as 2. He has a strong vision of returning to his village with his wife and starting his clan over again.

Step Five. Equipment.

Your hero starts out with a basic set of equipment to fulfill any skill she has. So if your hero has a skill in axes, she most likely would begin with a basic axe of some sort. In general, you should only worry about equipment that relates to skills. Normal things like clothes, shoes, and water bottles don't really matter. In addition, heroes with combat training might even start with some basic armor.

Example:

Thole starts out with a hand axe tied to his back and his trademark spiked club. He declines his need for armor, since he's pretty swift as is. He does have basic tools to start campfires and survive in the wilderness though.

Step Six. Bonus Dice.

All characters begin play with 2 free bonus dice that they can use in any action to give them a deciding edge.

Hero Advancement

If you want your hero to grow in ability over time, all you have to do is say so. Tell the GM that you desire your hero's attribute, skill, or network to grow in some manner. Then, you and the GM get to hammer out a goal to achieve this raise in

ability. Once your hero completes the goal, you will gain in experience. In some cases, after a particular exciting set of adventures, your GM may decide that your hero has completed more than enough in way of requirements to get a boost in an attribute or skill. In general though, advancing your character is about enacting exciting stories and quests.

Example:

Ben wants to raise Thole's Prowess to 4, so he tells the GM. The GM decides that to raise the Prowess he must seek out and slay the Black Wolf, a legendary and old beast that lives in the distant mountains. If he can do this, his ancestral spirits will grant him his increased ability.

Equipment Bonuses

Sometimes, having the right equipment will grant some sort of bonus to a hero's actions. Just like with damage, weapons and well-made items grant bonuses to an Outcome or action.

>> **Weapons.** In general, weapons range from modifiers of 0 to 10. A two-handed sword might have a weapon bonus of 10, while a dagger might have a weapon bonus of 2. Better quality weapons might have a higher range, like an exquisitely crafted silver dagger with a weapon bonus of 4. In science fiction games, more powerful weapons might have multiplier or exponential weapon bonuses. It's up to you and the genre you are in.

>> **Skills.** For a thief who wants to pick the lock of someone's home, a set of well-made lockpicks might grant a +4 bonus. Items can grant skill bonuses in a similar style to weapon bonuses. Ranges might be somewhat smaller (0-5), since skill should still be the key factor.

>> **Magical Items.** Magical items grant different bonuses. On top of weapon or skill bonuses, they also grant bonus dice to any action used with them. A magical longsword (1D) would therefore have a weapon bonus of 8 but also grant a bonus die to any action roll.